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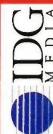
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ISSUE 19 APRIL 1999



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Puyo Puyo Sun 64
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Rampage World Tour
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Wayne Gretzkys 3D Hockey
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Is it that time again already? Well, we'd better get on with the latest, and easily the greatest, issue of **N64 Pro** ever hadn't we? I'm the star this month, **Rayman's** the name, my second game's the er, game! And there's loads of other stuff too, so why are you hanging around here?

The lads

He's French, but what are our favourite Gallic things?



Mark...

thinks we should bring back the guillotine. But just for Noely!



Jim...

listens to Air, both the band and the stuff between his ears



Lewis...

drives around in his pride and joy, a sporty Citroen 2CV Dolly!

Noely...

fancies that gibberish spouting, much over rated ex-footballer Eric Cantona



Steve...

enjoys the way they chomp on onions and go, "aw he haw he haw" all the time



James...

likes nothing better than biting into a fresh and juicy frog for brekkie!



Tip-X...

doesn't even know what France is. He's only visited N64 Pro so far!



Scoop...

loves the perfectly groomed lady poodles you find over there. Woof woof! Etc.



Paul...

often comes to work in a black and white stripey T-shirt, with a string of onions round his neck

The 8 Commandments

N64 PRO: will always review games dead honestly, and we'll always ask at least one of you lot for your opinion too!

N64 PRO: will be bang up to date with the latest reviews, finest previews and most up to the minute news in every single issue

N64 PRO: will scour the galaxy to find each and every new cheat possible for every single N64 game, even if it kills us!

N64 PRO: team members will never talk down to our readers - even the really thick ones!

N64 PRO: will always be written by experts who live and breathe N64 gaming

N64 PRO: will always give the most coverage to the best games, and not waste our time - or yours - rambling on about the rubbish ones

N64 PRO: will always be the most reader-interactive N64 mag around - giving you the chance to have YOUR say in many different ways

N64 PRO: will always feature the latest cheats, and the guides to the games you want to see cracked!

N64 PRO

Issue 19 April 1999

82

Join the Pro Crew!
It's the cool thing to do you know!

47

DIY Decorations
Including Scoop's poster debut!

FREE

Posters



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It's raining compos!
Hallelujah it's raining
compos! Prizes include
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tickets!

6 Prize
Downpour!



FREE

Blogger's Guide to Star Wars: Rogue Squadron

Tip-X effortlessly bypasses
months of training with wrinkly
old know-all Yoda, and makes
you a Jedi master in no time!

Regulars

6 News

More scoop's than you'd find in an ice
cream taste tester's kitchen!

18 Coming Soon...

Check out what games you should be
tapping granny up for as pressies!

20 Leagues

N64 developers are in a league of their
own! Quite literally!

74 Tips, Codes & Cheats

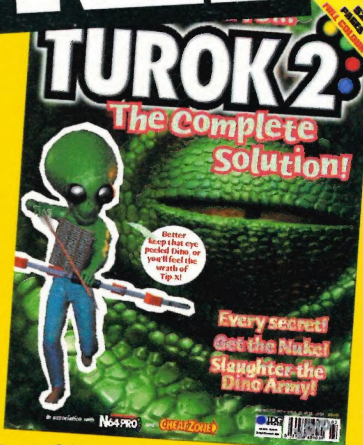
Tip-X is our leader! Let
him be yours too! Aw, go on!

82 Join the Pro Crew

Not in the Pro Crew yet? Sucker!

Turok 2 Guide: the complete solution

Are you a bit of a big
girl when it comes to
Dino-bashing? Tip-X
isn't, and he's been
sneaking around the
secret Acclaim
compound where they
keep all the Raptoids,
and honing his skills so that this
guide, this complete guide, will be the only
companion you'll need to battle your way right
through to the very end of the game! Tip-X rules!



22 Reviews

REVIEW

The quality level is still
rocketing up into the
stratosphere. Who needs 15
average games a month when
you've got five corkers?

24 Mario Party

30 Castlevania

36 Smash Brothers

40 All Star Tennis

44 Virtual Pool



16 Scoop's Gallery of Games
The very latest shots of top games



86 Reader Reviews
What do you really think?



88 Database
Every game ever!



Pikachu.
Any flipping
chu!

GAMES

REVEALED:

**MORE SHEEP
RUSTLING WITH
THE MIGHTY
TIP-X!**

P58

CHEATZONE

84 You reckon?

You lot **don't half go on** you know!

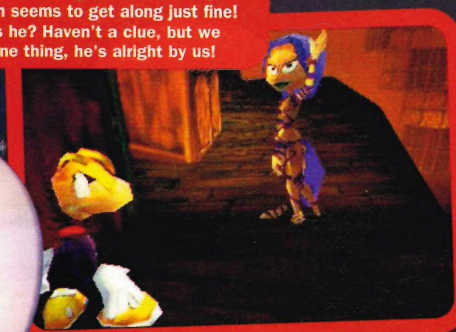


6 Cover Story: Rayman 2

RAYMAN'S coming to the N64 and we've got the **exclusive!** Starting on **page 6** you'll find the **latest shots**, the **hottest info** and the **coolest pictures** of the **hippest, funkiest** game character ever!

Ray of sunshine!

He's got no strings, to hold him up, but Rayman seems to get along just fine! What is he? Haven't a clue, but we know one thing, he's alright by us!



BLUEPRINT

7 World Driver Championship

Gran Turismo? Ha! We laugh in your ugly face PlayStation boy!

13 Quake II

There's body parts all over the place! You gotta love Quake!

Bugger off Banjo!
Move over Mario!
There's a new kid in town! But he's **'armless'** really! Geddit? 'Armless'? Wouldn't hurt a fly...



Scoop's been dodging his rabies shots on a flying visit to Canada this month, and came back with his tail between his legs after being kicked out for infecting a mountie's mutt! Disgraceful!



I never touched her! She was gagging for it, but I wouldn't have touched her with Noely's! She was only after my bone though...

N64 PRO

N64 Pro is your essential guide to the wonderful world of Nintendo. Here's just some of the stuff that's coming up this issue!

NEWS

The Gold

Nipping across the big dog-bowl to Montreal, Canada, I dodged the quarantine wardens hounding my trail to bring you the latest info on Rayman, and I'm salivating 'like a pooch on heat' with world exclusive news on Rayman TV that's so hot, I burned my paws just touching it!



RAYMAN 2 is a fast action 3D platformer that sees our armless hero pitting his wits not to mention his muscles (though clearly not his biceps) against a bunch of fearsome space pilots who have imprisoned all his buddies.

Bright future

The game is looking absolutely lush, every bit as vibrant and colourful as the first and that's without the use of the 4MB expansion

SCOOPY SNACK
"This is a fast action platformer with the emphasis on speed!"

WIN!

**MICRO MACHINES-
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T-SHIRTS
& RUCKSACKS
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WON!!**

TO CELEBRATE the launch of the fantastic Micro Machines Turbo 64, those generous chaps at Codemasters have decided to kit out 10 lucky, lucky N64 Pro readers with stunning new clobber, that'll have your mates drooling with envy.

To win a Micro Machines Turbo 64 T-shirt and rucksack, all you have to do is spot the differences between these two pictures of Dwayne. He's a bit weird anyway, but get a pen and draw circles round the really odd bits on the right hand picture. Dead easy, and there're only four differences to find!



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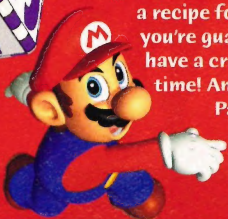
Age

Send your entries to Micro Goodies Competition, N64 Pro, Freepost, 3038, Macclesfield, SK10 4YE

N64 PRO

24 REVIEWED

Mazza's having a party and we're all invited! Bring your own bottle (of Ribena of course!) and a recipe for fun, and you're guaranteed to have a cracking good time! Anyone up for Pass the parcel?



CRACKED OPEN



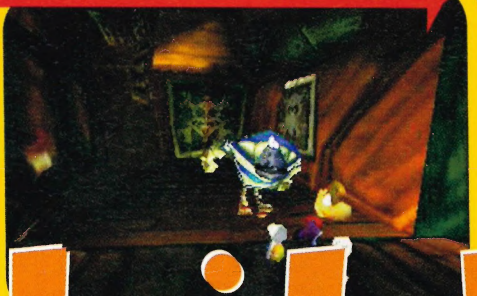
47

Tip-X has been chucking his X-Wing around the virtual sky all month, and has come up with the fastest ever path to becoming a Jedi!



13

Quake II's fragfest is rumbling its way towards N64ville. Homicidal maniacs, and general psychopaths rejoice have booked up every hotel room, and the bloodbath is just about to begin! Be afraid...



Teen Child

pack (though Ubisoft still haven't ruled out its use) except that now it features fully polygonal, texture-mapped environments. However, this time the gameplay has developed from the simplistic 2D platform style to a more complex 3D romp.

The ultimate aim of your quest is to free

your buddies from the clutches of the robotic space pirates, and as he does so he'll collect fireflies. It'll also contains multiple game styles including water skiing on the back of a fish, riding a horse made from barrels at a rodeo, tame a comical



Our hero can battle anything but the common cold. Do all French folk have huge conks?



Gran Turismo killer

1999 is going to see some dog-eat-dog competition as N64 racers battle it out for pole position. And World Driver Championship looks hotly tipped to be the stud that gets all the glory.

Just take a butchers at the graphics and you can see how far ahead of the pack the game already

is. Not only does World Driver Championship look the business, but with eight cars on screen at once and absolutely no slowdown, this promises to be the fastest racer ever.

With 10 tracks to ton around and 33 different cars to choose from, you're going to be whipped into a hot-blooded racing frenzy over this poeentially huge hit. It's a pant-wettingly good lookin' racer that will be tearing out of development and onto the shop shelves this summer.



Charts



Everyone's out twiddling with their X-Wings in this class game

UK Chart

- 1 - Star Wars: Rogue Squadron
- 2 - Zelda: The Ocarina of Time
- 3 - Turok 2: Seeds of Evil
- 4 - 1080° Snowboarding
- 5 - Banjo-Kazooie



Noely always picks Donkey Kong, it's all relative you see

N64 Pro's Most Played

- 1 - Mario Party
- 2 - Centre Court Tennis
- 3 - Smash Brothers
- 4 - Star Wars: Rogue Squadron
- 5 - Zelda: The Ocarina of Time



DK Country 64: It's gonna be the biggest game ever folks!

Games Most Wanted

- 1 - Donkey Kong Country 64
- 2 - Shadowman 64
- 3 - Jet Force Gemini
- 4 - Twelve Tales: Conkers 64
- 5 - Lego Racers



OVER HERE

Fancy a bit of monkey business with an inflatable bum-pleasurer? Turn the page quick to gape at an ape with a blow-up bottom pal - I'm not joking either!

N64 PRO

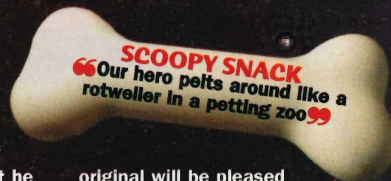
N64 Pro is your essential guide to the wonderful world of Nintendo. Here's just some of the stuff that's coming up this issue!

▶ little rocket and a rollercoaster ride. With the emphasis on speed and action, rather than the more sedate exploration titles such as Mario 64, Rayman 2 is billed as a fast action 3D platformer (influenced by Crash Bandicoot), which as producer Greg Gobbi explains is "more like Crash than Croc." The player will never have to look for his way, he will always instinctively know where to go, what to do and that he has to do it quickly.

Our hero pelts around like a rotweiler in a petting zoo with many of the game's levels geared to racing against either the clock or one of the many bizarre creatures in the game (ie. a racing a whale).

Don't worry though, fans of the

original will be pleased to hear that much of what made Rayman such a hit as a 2D game still remain. Rayman still has his infamous plasma balls (no sniggering) and those wacky propeller-head hovering ability, only now he's far more super powered. Not only can he swing monkey-bar



Rayman TV

YOU HEARD it here first folks, Rayman is to get his own show. The legless leaper is all set to make the giant jump from videogame to TV screen to star in his very own animated series. I was treated to a sneak preview of the show, a two minute pilot, and boy was it impressive.

The series, which is already looking aniseed-chew tasty, utilises the very latest in computer animation technology and will feature Rayman and all his spaced-out chums getting into scrapes with the local bungling alien constabulary. The show is hoping to be broadcast worldwide, but don't go checking through your TV guides just yet, the series is expected to take almost two years to complete and will air some time in the year 2000.

WIN!

FIT FOR A KING (KONG)

SUFFERED A bad bout of cheek-chaffage during a marathon session with Link have you (playing Zelda that is)? Well, squirm in discomfort no more, because N64 Pro will caress your backside for the rock bottom price of only £25! For your money you can either choose to have Noely visit with a can of Deep Heat, or one of these gloriously comfortable inflato-chairs, that mould themselves to every contour of your body, for the ultimate relaxing game environment! We know which we'd go for...

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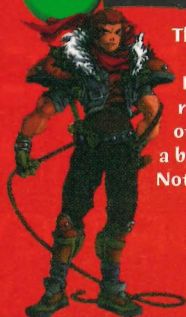
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30

REVIEWED



This blood-curdling spookfest from Konami had Noely running around the office, screaming like a big girl all month. Nothing new there then!

CRACKED OPEN

Feeling like a lost sheep wandering through the later levels of DMA's surreal classic? Let Tip-X herd you back into the pen of success with part 2 of our guide!

58



THE PRO CREW

82

Not joined The Pro Crew yet? Why on Earth not? Well, it's your loss you know, you're missing out on all the top free stuff we're giving away, not too mention the bargain price of each issue of N64 Pro!

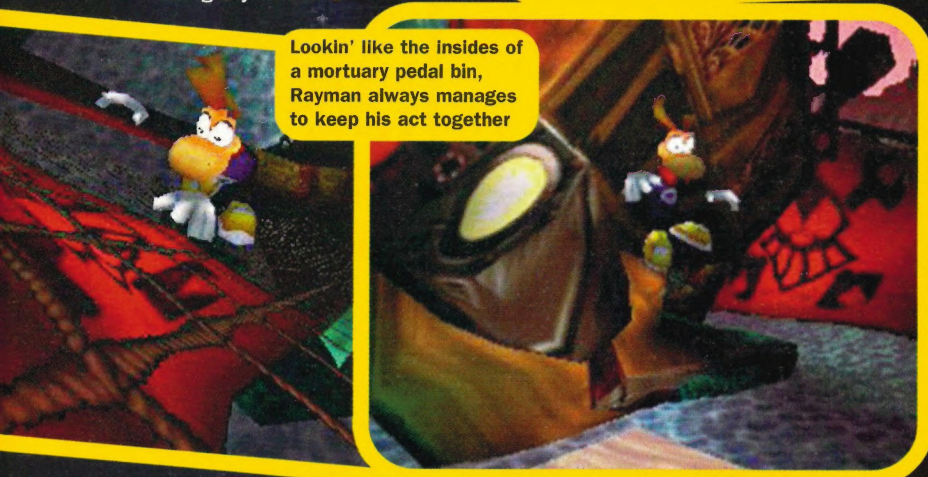
style, he can also jump, double jump, somersault, climb and must even swim through murky toxic waters. And he'll need all of those skills to get him through the games 30+ levels, including a hidden bonus level that becomes available upon rescuing all your buddies and collecting all the fireflies.

Rise 'n' shine

The news that it's been delayed until August may disappoint fans of the smash 2D platformer, but it shows that while Rayman might rush around like a dog with his dangly bits on fire, Ubisoft aren't going to be hurried into releasing any old tat. ●



Lookin' like the insides of a mortuary pedal bin, Rayman always manages to keep his act together



Wanted: Manic street cleaners

ROAD RAGE takes on a whole new meaning in this game. Carmageddon finally lays to rest the idea that Nintendo don't allow violence. Racing cars is just something to do in this game if you ever get bored with the main event... running people over. Well... okay they're now 'zombies', but either way they're looking for a thick ear.

Ped poppin'

But Carmageddon doesn't just live off its bloodthirsty reputation. A solid racing engine and wonderfully open levels make it one of the most playable racers ever.

You can stick to the track or just wander off down side streets looking for zombies. And there're plenty of cars to choose from with the N64 version even including a motorbike and sidecar combination. This game will be out and upsetting parents in April.



Five Great Bosses...

The N64 has some of the most toe-curling knee-trembling, butt-loosening baddies ever, and here are the team's five favourite (or most despised - depends how you look at it) villains from the N64 gaming universe. And they all remind me of someone...



Bowser - Has Mark's talent with girls (his looks too)



Ganondorf - Jim has that same outfit (spooky)



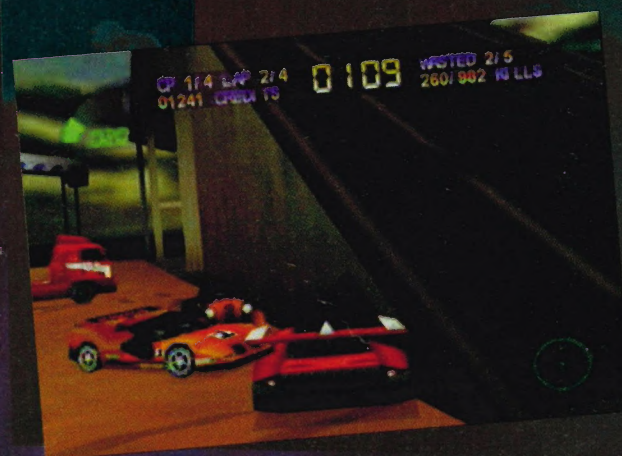
Wiz Pig - Shares Lewis' belt-size



Gruntilda - Scary as Noely's ex'



Carol Ann Barrett - Ooh! That's right!



CHECKITOUT

Turn to page 12 to sow your oats with Quake II, and reap the rewards of our competition to win Chessington family tickets - what are you waiting for?



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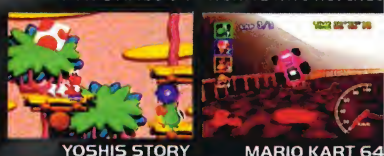
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N64 PRO

is your essential guide to the wonderful world of Nintendo. Here's just some of the stuff that's coming up this issue!

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Send completed entries (before April 15th) to Chessington Word Search, N64 Pro, FREEPOST, 3038, Macclesfield SK10 4YE

10 family tickets are worth £59 each are up for grabs (that's £590 worth if your maths is really bad). Each ticket will admit two adults and two children (4-13 years old), or one adult and three children. Season starts 24th March. Visitor info. line 01372 727 227.

THERE'S no better way of kissing goodbye to the contents of your stomach than sipping the filth-ridden slime that oozes out of our coffee machine every morning.

The next best way to lose your breakfast is to spend the day hurtling through the air on a variety of rides and attractions, which is exactly what 10 lucky N64 Pro readers and their mates will be doing if they win this competition.

Face your fear on the mighty 'Samurai' if you can handle it. A UK theme park first, those generous people at Chessington World of Adventures are offering 10 family tickets to N64 Pro readers. All you've got to do to win a day of G-Force madness is to go through this word search and find some of Chessington's rides, the N64 Pro team and some of our favourite games.

REVIEWED

CRACKED OPEN

READER'S REVIEWS

36

A fighting game with all your Nintendo favourites pitted against each other? Pinch us, we must be dreaming! It can only be Smash Brothers!



68

Glover was undoubtedly the surprise hit of Christmas '98, and by staggeringly popular demand, Tip-X has cracked it!



This is the bit where you lot show us how to do our jobs, and in some cases put us to shame! Well, put Noely to shame at least...

86

BLUEPRINT

Quake II

You fought fiends, grappled grunts, and danced with the Death Knights in Quake, so what now for this marine? Relax? Retirement? No way fool! Quake II? Bring it on!

Expected... April



Can't we just talk? You scum-sucking miserable piece of alien slime!

Quakers get their oats!

ATENTION all fraggers! That rumbling you can here is nothing to do with that dodgy tin of Chummy I ate earlier, nor is it your Rumble Pak. It's the momentum building up for the imminent release of Quake II. Activision has been keeping its cards pretty close to its chest about this one, but we've done a bit of nosing around and seen enough to suggest it could well cause a few tremors in the first-person shooter market.

You play a marine (male or female) who must battle single handedly against the Strögg, an alien race of

cyborgs. If the idea of running around a maze, shooting all manner of half man/half robot monsters appeals to you (and let's face it, that's most of us right), then no doubt you'll be shaking with anticipation already.

The new meatier sequel will feature eye-spangling effects, including transparent water, enhanced lighting,

and real-time light sourcing. The game lets you run riot with 11 of the most limb-rippingly formidable weapons, with new toys including the Blaster Gun, Rail Gun and the Hyper Blaster. But best of all, a four player deathmatch has also been confirmed.

It's already looking hotter than that toy poodle over at No.9 and if it runs as fast as she does (I only want to sniff her arse and say hello), then it could be one of the earth-shattering fine releases of '99.

SCOOPY SNACK
"Lets you run riot with the most limb-rippingly formidable weapons"



Fragging Figures

Speaking of toys, to coincide with Quake II's N64 release, the toy-masters at Bandai have come up with a range of licensed Quake II figures featuring some of the game's major characters. There are four figures in total, a male and female marine, an Iron Maiden and the Tank. All have moveable parts, come with enough firepower to sink a thousand cyborgs and weighing in at just a penny short of £10 each, we think that they're absolutely 'fragging' brilliant!



N64

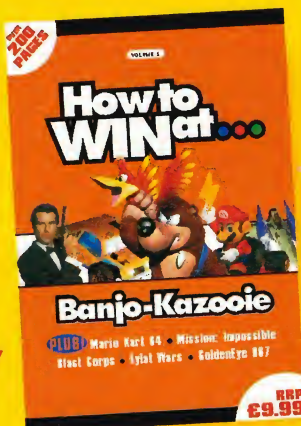
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Scoop's Lost in Space

OH NO! We sent Scoop out of the Pro Enterprise to do some vital repairs, and the calamitous canine's only gone and floated off into deep space hasn't he! Quick! Help us find him before he runs out of oxygen (and he's down to his last tin of Winalot!). Last we'd heard he'd drifted into sector 8E (that's the reviews section) and he's currently stranded in the middle of one of those pages! (we know he's **not** in the posters!) **I've Found Scoop in Space, N64 Pro Moonbase, Freeport, 3038, Macclesfield, SK10 4YE.**

Moonwalk on over to page...

and you'll find him floating around in

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Who needs poncey Monet exhibitions when you can gaze in wonder at my Gallery of Games?

The lads may not all agree with the Scoopster's views (no class that dog, no class at all!), we have to say that we'd rather visit his Gallery any day of the week! And twice at weekends!



Vigilante 8

PHON-KEY, as they save over in Groovetown, USA, is exactly the word to describe Activision's 70's inspired driving game. This one's gonna be massive, so remember where you saw the very first pictures!

●OUT MAY



SCOOP'S GALLERY

A priceless collection of paw prints!



Duke Nukem: Zero Hour

FORGET the scurrilous rumours you may read in other mags, Duke's latest N64 escapade is not being delayed, and is still well on course for its release in just a few short weeks! Expect the review next issue, for now check these babes out!

●OUT LATE MARCH/
EARLY APRIL



Rampage: Universal Tour

WE THOUGHT that Steve was about the only person in the universe that could stand Rampage. N64 Pro slated it, as did everyone else, but it still sold faster than Boyzone tickets in all girls grammar school! And now there's a sequel in the offing too!

●OUT APRIL

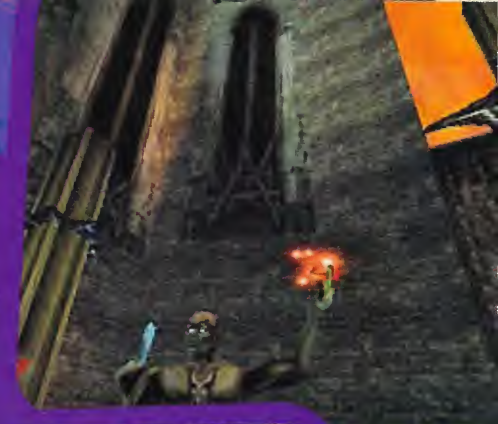




Shadowman

THE MOST eagerly awaited N64 game this year is shaping up to be an all-out spookerama! Don't play this one with the lights off! In fact, don't even look at these brand new screenshots before you're safely behind the sofa!

●OUT JULY



ERY OF GAMES!



In-Fisherman Bass Hunter

NOVELTY value alone has piqued our interest in this. Both Zelda and Mario Party have featured angling sections, and in both cases we couldn't get enough of them! We reckon this will be surprisingly successful! Looks good too, for a fishing game that is...

●OUT SPRING/SUMMER



Release Schedule

Wanna know what you'll be doing in 1999? You'll be playing N64 games if you've got any sense, cos there's tons of top stuff on its way. Check 'em out...

Must Buys

Go to the shops right now and grab...

Quake 2



Kill some evil demons to pass the time until Perfect Dark finally comes out

Mario Party



Grab a copy of this, then get some mates and some Tizer for a great night in



Game Title	Makers	Date	Country
------------	--------	------	---------

March 1999

Fighting Force	Eidos	March 02	US
California Speed	Midway	March 09	US
★ FIFA '99	EA	March 12	UK
Triple Play 2000	EA	March 17	US
Vigilante 8	Activision	March 17	US
Rampage Universal Tour	Midway	March 23	US
Bottom of the 9th	Konami	March 23	US
★ MICRO MACHINES 64	Codemasters	March 26	UK
Quake 2	Midway	March 31	US
★ RAYMAN 2: THE GREAT ESCAPE	Ubi Soft	Early March	UK
Legend of the River King	Natsume	Mid March	US
NHL Hockey '99	Midway	Mid March	US
★ ALL STAR TENNIS	Ubisoft	Late March	UK
★ DUKE NUKEM: ZERO HOUR	GT Interactive	Late March	UK
★ CASTLEVANIA 64	Konami	Late March	UK
★ 4X4 MUD MONSTERS	Take 2/GOD	TBA March	UK
Hybrid Heaven	Konami	TBA March	US

April 1999

All-Star Baseball 2000	Acclaim Sports	April 01	US
★ BEETLE ADVENTURE RACING	Electronic Arts	April 02	UK
Shadowgate: Trials of the Four Towers	Kemco	April 02	US
Tetris 64	Nintendo	April 02	US
★ Quake 2	Activision	Early April	UK
★ SHADOWMAN	Konami	Mid April	UK
★ MONACO GRAND PRIX	Ubi Soft	Late April	UK
★ SNOWBOARD KIDS 2	Atlus Software Racing	TBA April	UK
★ MICHAEL OWEN'S WORLD LEAGUE SOCCER '99	Eidos Sports	TBA April	UK

May 1999

Ken Griffey Junior Baseball 2	Nintendo	May 10	US
Superman	Titus	May 25	US
★ CARMAGGEDDON	Interplay	Early May	UK
★ RAT ATTACK	Mindscape	Early May	UK
Gauntlet Legends	Midway	May 25	US
Lego Racers	Lego Media	Mid May	US
Shadow Man	Acclaim	Mid May	US
Star Wars: Episode One Racer	LucasArts	Late May	US
★ GOEMAN'S GREAT ADVENTURE	Konami	TBA May	UK
★ RAYMAN	Ubisoft	TBA May	UK
WWF Attitude	Acclaim	TBA May	US

June 1999

Command & Conquer	Nintendo	June 2	US
Jet Force Gemini	Rare	June 14	US
World Driver Championship	Midway	June 16	US
★ JET FORCE GEMINI	Rare	June 28	UK
★ LOONEY TUNES: SPACE RACE	Infogrames	TBA June	UK
★ ASSAULT	Telstar	TBA June	UK

1999 - To Be Announced

★ CALIFORNIA SPEED	Midway	Spring '99	UK
★ CHAMELEON TWIST 2	Sunsoft	Spring '99	UK
★ CHARLIE BLAST'S TERRITORY	Kemco	Spring '99	UK
★ FIFA '99	EA	Spring '99	UK
★ HARRIER 2001	Video System USA	Spring '99	UK
★ LODGE RUNNER 3D	Bandai	Spring '99	UK
★ ROADSTERS '99	Titus	Spring '99	UK
★ RUSH 2: EXTREME RACING	GT Interactive	Spring '99	UK
Rugrats Board Game	THQ	Spring '99	US
★ SHADOWGATE 64: TRIALS OF THE FOUR TOWERS	Kemco	Spring '99	UK
★ TWELVE TALES: CONKER 64	Rare	Spring '99	UK
★ TWISTED EDGE SNOWBOARDING	Kemco	Spring '99	UK
★ WIN BACK	Koei	Spring '99	UK

Module

Forthcoming Attractions

Nintendo goes to the races...

Beetle Adventure Racing



With mad stunts and awesome visuals this racer could really bug you out

Monaco Grand Prix



Fast paced F1 action to please all you speed freaks

So many pedestrians...
So little time!



Carmageddon 64

World Driver Championship

Stunning graphics and fast moving motors. This could be the best racer ever made



Game Title	Makers	Date	Country
★ WILD METAL COUNTRY	Gremlin	Spring '99	UK
★ ANIMANIACS: TEN PIN ALLEY	Asc Games	Summer '99	UK
★ ACCLAIM SPORTS SOCCER	Acclaim	Summer '99	UK
★ EARTHWORM JIM 3D	Interplay	Summer '99	UK
F1 World Grand Prix 2	Video System	Summer '99	US
★ HYPE: A TIME QUEST	Ubi Soft	Summer '99	UK
★ JEST	Infogrames	Summer '99	UK
★ MILO'S ASTRO LANES	Crave Entertainment	Summer '99	UK
★ RONALDO SOCCER	Infogrames	Summer '99	UK
★ SMASH BROTHERS	Nintendo	Summer '99	UK
★ STAR WARS: EPISODE ONE RACER	LucasArts	Mid '99	UK
★ TASMANIAN EXPRESS	Infogrames	Summer '99	UK
Mario Golf	Nintendo	Summer '99	US
★ WORLD DRIVER CHAMPIONSHIP	Boss Games	Summer '99	UK
★ DUCK DODGERS	Infogrames	Autumn '99	UK
Harvest Moon 64	Natsume	Autumn '99	US
★ HERCULES: THE LEGENDARY JOURNEYS	Titus	Autumn '99	UK
Nuclear Strike	THQ	Autumn '99	US
Road Rash 64	THQ	Autumn '99	US
★ QUEST FOR CAMELOT	Titus	Autumn '99	UK
X-Men 3D	Activision	Autumn '99	US
★ WWF ATTITUDE	Acclaim	August '99	UK
★ SUPERMAN	Titus Action	November '99	UK
★ PERFECT DARK	Rare	November '99	UK
★ RAINBOW SIX	Nintendo/ Red Storm	November '99	UK
Turok 3	Acclaim	December 10	US
★ TUROK 3	Acclaim	December '99	UK
★ BANJO-TOOIE	Rare	Winter '99	UK
★ 1080 SNOWBOARDING 2	Nintendo	Winter '99	UK
★ F-18 SUPER HORNET	Titus	Winter '99	UK
★ VR POOL	Crave	Early '99	UK
★ MICKEY MOUSE: TETRIS CHALLENGE	Capcom	Early '99	UK
★ TAZMANIAN EXPRESS	Infogrames	Early '99	UK
★ BLUES BROTHERS 2000	Titus	Mid '99	UK
★ GAUNTLET LEGENDS	Telstar	Mid '99	UK
★ LEGO RACERS	Lego Media	Mid '99	UK
★ MYSTICAL NINJA: GOEMAN 2	Konami	Mid '99	UK
★ RE-VOLT	Acclaim	Mid '99	UK
★ WORMS ARMAGEDDON	Core	Mid '99	UK
B.A.S.S Fishing	Take 2	Mid '99	US
★ TOCA: TOURING CAR	Codemasters	Mid '99	UK
★ PERFECT DARK	Rare	Late '99	UK
★ EARTHBOUND 64 (MOTHER 3)	Nintendo	Late '99	UK
DeathKarz	GT Interactive	Late '99	US
★ DONKEY KONG COUNTRY 64	Rare	Late '99/ Early '00	UK
Jungle Bots	Titus	TBA	US
Jungle Emperor Leo	Nintendo	TBA	Jap
★ LAST LEGION UX	Hudson Soft	TBA	UK
Need for Speed 64	Electronic Arts	TBA	US
Paperboy 64	Midway	TBA	US
★ PUMA STREET SOCCER	Sunsoft	TBA	UK
★ DESTRUCTION DERBY	Psygnosis	TBA	UK
Super Mario RPG 2	Nintendo	TBA	JAP
WCW Nitro 64	THQ	TBA	US
Xena: Warrior Princess	Titus	TBA	US

Bubbling Under

Goeman's Great Adventure



Goeman takes a step back and returns to being the 2D platformer we all know and love. Let's hope that the power of the N64 is used to good effect, so Goeman has oodles of puzzling platforms and loads of sub games!



LEAGUES

Welcome back to your at a glance form guide to the champs and chumps on the N64 playing field. Find out who is letting the side down and who is running away with the title

What's it all about?

CAN'T figure it out? It's dead easy, and it works like this. Every game we review is looked at by every member of the N64 Pro panel of experts and is awarded points on a scale ranging from 3 points for a top notch effort, right down to -2 points for an enormous steaming turd of a game. These points are then totalled up for each publisher and the League Tables are born. Just like the football leagues work really, but with games instead of teams...

Last Month's Results

Micro Machines Turbo 64 - Codemasters: 3pts
FIFA '99 - EA Sports: 3 pts
Nightmare Creatures - Activision: 0pts
Penny Racers - THQ: 0pts
Centre Court Tennis - Nintendo: 3pts

N64PRO: READER DREAM TEAM

by Matthew Wheavil

Matthew Wheavil's sent in his White and Purple and Yellow and Tangerine army. It doesn't exactly trip off the tongue does it? But this time it's Matthew's turn to show off his footy management skills. And what a line-up! With the big O-Sumo in goal and Silicon Valley baffling the opposition (not to mention his own team) with its antics on the right wing. Think your team would play Matthew's off the park? Send it to us along with a recent photo of yourself and next month you could be the manager of the Reader Dream Team



1 - 64 O-Sumo

This strong and chubby keeper will be fat enough to keep the ball out while still being a very strong player

2 - Super Mario 64

This chunky defender is a very good jumper, therefore he can pretend to dive and get us piles of free kicks

3 - Banjo Kazooie

This guy has double the power of Marlo.

Rumours are he has something in his backpack for double power

4 - Zelda: Ocarina of Time

He's the main guy and has the power of Mario and Banjo put together. Superb.

5 - Silicon Valley

This weird player acts like all sorts of different animals. Still, it distracts the opposition

6 - Mario Kart

This very fast player is still the best passer in the team

7 - Diddy Kong Racing

This nippy player never passes a ball and heads straight for goal

8 - Buck Bumble

He's the best stinging tackler in the team and hardly misses a shot

9 - Mission: Impossible

Ghosts past defenders almost unseen. Great in the six yard box

10 - Turok 2

The sheer size of this predatory striker makes him difficult to shrug off the ball. Could be in Rugby League, such is his strength

11 - GoldenEye

Awesome shooting ability. Deadly accurate in front of goal. Too good a player to ever feature as a sub

Substitutes

12 - 1080° Snowboarding

Extremely skillful and amazingly agile player

13 - F1: World Grand Prix

Lightning fast and a very accomplished striker

14 - South Park 64

A loony, perfectly happy on the bench where he can moonie at the opposition, or stick cheesy poofs in his teammates' shorts

15 - Body Harvest

Very clever player who uses his strength to good effect when in shooting positions

16 - F-Zero X

An extremely quick player who (on his day) can beat anyone



Key: R = Games Released E = Number of games rated excellent (3 points) G = Number of games rated good (1 point)
A = Number of average games (0 points) S = Number of games rated shite (-2 points) Pts = Total number of points scored

N64 PRO: PREMIER LEAGUE

Publisher	R	E	G	A	S	Pts
1 ► NINTENDO	25	12	9	1	3	39
2 ► Acclaim	14	5	8	1	0	23
3 ► Infogrames	8	2	6	0	0	12
4 ► Electronic Arts	8	4	1	2	1	11
5 ► Konami	10	3	2	4	1	9
6 ► Rare	5	3	1	0	1	8
7 ► Gremlin	1	1	0	0	0	3
8 NEW Codemasters	1	1	0	0	0	3
9 ▼ Hasbro	1	1	0	0	0	3
10 ▼ Namco	1	1	0	0	0	3
11 ▼ THQ	4	0	2	2	0	2
12 ▼ Take 2	3	1	0	2	1	1
13 ▼ Human	2	0	1	1	0	1



Centre Court Tennis - Nintendo



Penny Racers - THQ



Star Wars: Rogue Squadron - Nintendo

Overall Picture

Our resident Ainsley Harriot (aka Steve McNally) takes every game we've ever reviewed, lumps them all together in a big pot, spices them up with a sprinkle of culinary criticism, sticks it in the oven (gas mark 5) for several hours and emerges with a great big pan of N64 broth. He then promptly serves up 129 Bowls of steaming Game Soup.

A taste test reveals:

- 36** Heavenly casseroles (28% Excellent games)
- 45** Good hearty broths (35%)
- 26** Mediocre tasting stews (20%)
- 22** Bowls of Slop (17%)

63% Above Average 37% Below Average

Hall of Fame

EA have closed the gap somewhat in the 'best footy game on the N64' debate with the release of the highly playable FIFA '99. And though ISS '98 is still the champion of footy titles, the 3pts awarded to EA mean they climb above Konami in our league table, and move within striking distance of Infogrames. With '99 promising some mouth-watering games, it could be an interesting second half of the season.



FIFA '99 - EA Sports



Micro Machines Turbo 64 - Codemasters

N64 PRO: LEAGUE DIVISION 1

Publisher	R	E	G	A	S	Pts
1 ► UBI SOFT	2	0	1	1	0	1
2 ► Titus	2	0	1	1	0	1
3 ► Midway	1	0	1	0	0	1
4 ► T&E Soft	1	0	1	0	0	1
5 ► Crave	1	0	1	0	0	1
6 ► Culture Brain	1	0	1	0	0	1
7 ► Hudson	7	1	1	3	2	0
9 NEW Activision	1	0	0	1	0	0
10 ▼ Seta	1	0	0	1	0	0
11 ▼ Bottom Up	2	0	1	0	1	-1
12 ▼ GT Interactive	20	1	7	6	6	-2
13 ▼ Ascii	1	0	0	0	1	-2
14 ▼ Video System	1	0	0	0	1	-2
15 ▼ Athena	1	0	0	0	1	-2
16 ▼ Banpresto	1	0	0	0	1	-2
17 ▼ Interplay	2	0	0	0	2	-4



Wipeout 64 - Midway



Rush 2: Extreme Racing - GT Interactive



Buck Bumble - Ubi Soft



Nightmare Creatures - Activision

Legend Of Zelda: Ocarina Of Time

Nintendo
Yet again the phenomenally playable Legend Of Zelda: Ocarina Of Time puts in another match-winning performance for Nintendo. With man of the match performances like this, a call up to the national team can't be very far off. And if there's anyone out there who hasn't played Link's latest adventures in the wonderful world of Hyrule. What on earth are you playing at? Are you mad?

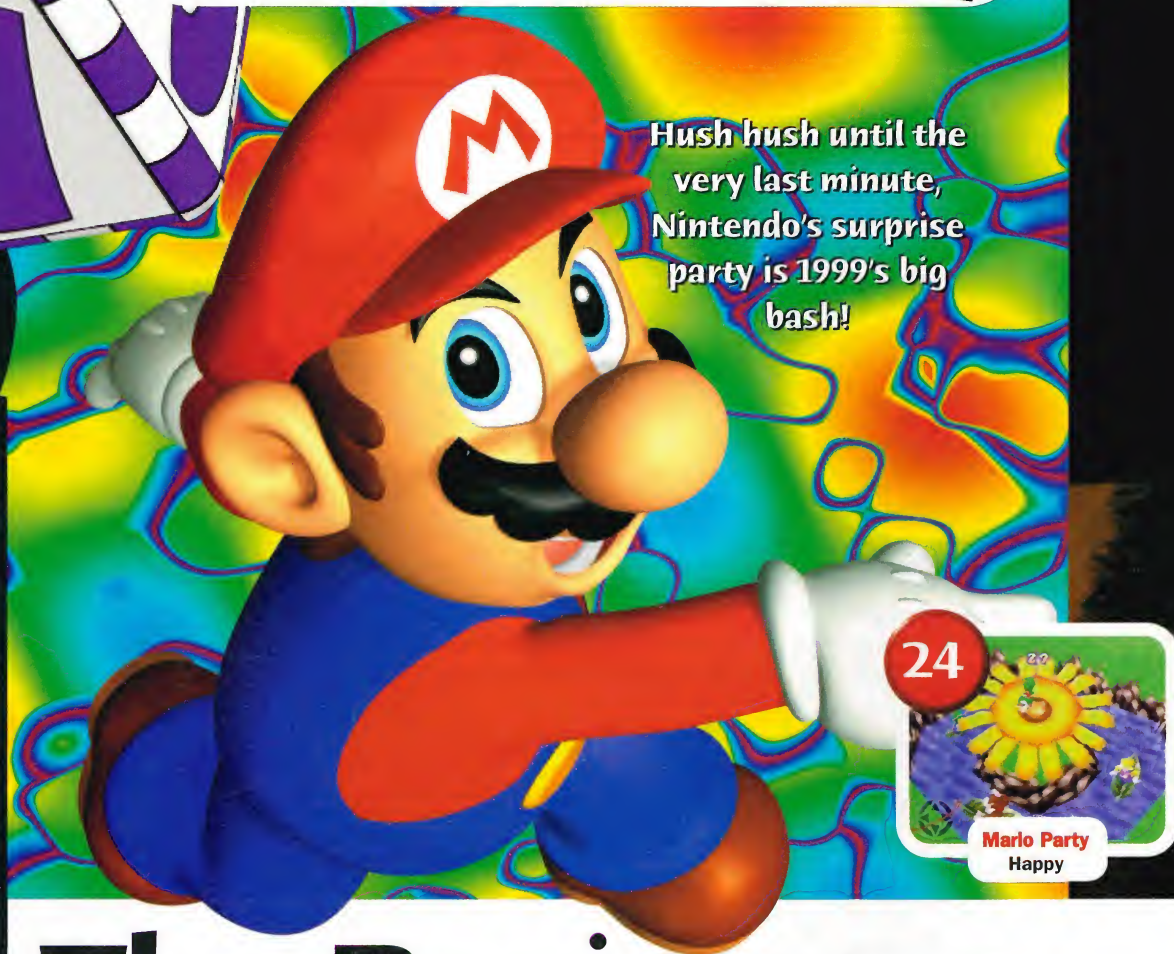


The only game to beat ISS '98

Note: Where two or more publishers point totals are the same the number of games released will be used to separate them, with the more prolific producer being given the advantage. In cases where records are identical, personal preference among the members of the team comes into effect.

P24 Mario Party

Hush hush until the very last minute, Nintendo's surprise party is 1999's big bash!



The Reviewers...

Steve As the big cheese these days I nabbed Mazza Party for myself to review early on, thinking I was being dead clever. Then Smash Brothers came in and I was gutted. Castlevania arrived the next day and I contemplated topping myself! Another huge month!



Noely This month I've been dodging the clutches of shambling fools and moaning creatures and that's just this lot complaining about the fact that I got to review Castlevania. When not whipping myself into a frenzy I've been partying on with Mazza



Mark A tough choice between bashing and trashing in Smash Brothers or rolling the dice in Mario Party. Both games saw the whole team huddled round one telly for most of the month. And don't listen to Lewis, Pikachu is harder than Chuck Norris armed with a half brick



Lewis We've gone multi player mad this month, the N64 allowing me to sock Mark's sorry Pikachu mush into next week in Smash Brothers, get creamed by Steve in Mario Party (thanks to a jammy throw!) and slice Noely to death in All Star Tennis. I'm knackered!



Paul Being top Managing Editor type bloke I've been rushed off my feet this month, and haven't had chance to do any reviews! I know, you're all gutted, and it's a real blow, but fret not, for I'll be back next month, all guns blazing! Just try and hang in there for four weeks!



James I've been in court again, though this time I dragged the rest of the lads along to witness the my victorious battle of wits with the defence. Paul cracked, and admitted it was all his fault - as he's crap at keeping his balls in, All Star Tennis received a much better verdict though



P30 Castlevania

More vampire slaying than a feature length episode of Buffy! With whips too! Saucy!

P36 Smash Brothers



Oi! Donkey Kong! Pikachu tells me you're a bit of a softy on the quiet! Wanna make something of it? Eh? Biff, bosh, kersplunk! Etc.



Castlevania
Whippy



Smash Brothers
Scrappy



All Star Tennis
Sporty



Virtual Pool
Boozey

The Scores...



THE Sore Thumb Award is given only to games that you'd happily kill your granny for. GoldenEye 007, Mario 64, 1080 Snowboarding and of course Zelda are all 'Sore Thumbs'

100 -90	ANY game scoring 90 or over is a must buy – a worthy addition to your N64 collection regardless of what type of games you like. Get one o' these and you'll be buzzin' for months!
89 -80	GAMES getting an 80+ score are well worth considering, but aren't the leaders of the pack. FIFA 98 is a good example of this – a good footballer in its own right, but not world class
79 -50	The idea's there, but it just hasn't come across when the game's got into its box and onto the shelf, which is basically where it should be left. Only worth a look if it's been reduced in price!
49 -0	Where the scabby dogs live. Go near a game scoring under 50 and you're most likely gonna end up with some 'orrible fungal disease spreading all over your body. Like the lurgy

The Low Down...

Why...

Tells you exactly what we think of each game

Breakdown

Graphics How it looks and have the awesome capabilities have been pushed to the max?

Sound Can you stand to listen to it for more than five minutes or is it something your Grandad would tap his arthritic toes to?

Gameplay Is it good fun or what? Will you be playing it when you should be at school or tossing it aside like a pair of Tesco trainers?

Lastability How long will it last? Will it be a GoldenEye, or a Clayfighter where you'll finish it in five minutes?

Why not try?

Is there anything like it? If so, what is it?

Other views

Where the rest of the N64 Pros stick their oars in and one of you readers gets a go at reviewing a game



League Points

Check page 20 to see how your favourite software house is doing in our highly acclaimed League Table of N64 publishers!

Turn the page NOW for this month's reviews

Mario P



Tip-Xtra



Remember to read the instructions for each mini-game carefully, and make sure you know exactly what you need to do!

There's nothing more annoying than crashing out of a contest in the first few seconds, cos you got the wrong end of the stick!

Do you realise I've worn the same outfit for over a decade now, and it still smells fresh as a daisy!



Anyone who's played Yoshi's Story will be instantly at home!



Party



By **Steve**
steven@idg.co.uk

Wario's on the wheels of steel, Donkey Kong's larging it on the dancefloor, Yoshi's just yacked up in the corner and Peach is on the pull. Again. The big tart. It can only mean one thing, Mario's having a party, and the N64 Pro's have just gatecrashed! Let's have it, big style!

TOP NIGHT. TERRIBLE morning. Fuzzy head. Must. Write. Review! Okay, okay, I'll see what I can remember. One thing I do know, that Mazza's a wild one. For a plumber I mean. The things he can do with that plunger of his is, well, is a story for another magazine (mental note: must finish that article for the Suction Tool Gazette late).

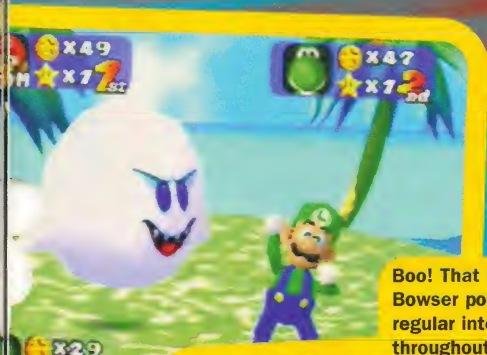
Some of them weren't all that pleasant either, enough to make a decent lad's toes curl they were. Surprise, surprise Noely won the office award for having the straightest toes for the second year running! I wonder what happened to him after he disappeared into the back bedroom with that hulking ape Donkey Kong?

Monkey nuts

The party was already in full swing when we pulled up in the N64 Pro Charabanc that our over generous publisher had laid on for the evening's frivolity. The music was blasting out the booming system so loudly that Mark blandly recognised the track as the Cave Theme from the original Mario Brothers game,

And that was before he'd even managed to clamber out of the cramped back seat we'd crowbarred him into just before we set off. How could we fail to enjoy ourselves with tunes as toe-tappingly funky as those (and the many others, both classic and brand new, that were to be plucked out of Wazza's record box as the evening wore on)? We couldn't. And we

Boo! That hated Bowser pops up at regular intervals throughout the game



66 Mark blandly recognised the track as the cave theme from the original Mario Brothers game!99

Super Subs

There's over 50 mini-games hidden away in Mario Party, so obviously there's no way we can show you them all. Here's a random selection of just a tiny percentage...

Mario's Bandstand



Time your note playing with the bar going across the bottom. Just like Parappa the Rapper!

Facelift



Tug on Bowser's features until they match the one in the middle! Like Mario 64's intro!

Platform Peril



A flat out foot race. Nimble leap over the jumps, collect the coins and avoid the obstacles! Easy!

Desert Dash



Two teams of two must match analogue stick movements with the symbols on screen! Top!

Crazy Cutter



Pound away with your pneumatic drill and try and trace the pattern. Most accurate wins!

Tipsy Tourney



Tilt the board so that the Koopa shell passes over all of the tiles. When one is touched it vanishes!

Box Mountain Mayhem



Bash the blocks and find the stuff inside before anyone else! Trickier than it seems!

Coin Shower Flower



The flower tilts and twists, as the players rush around trying to collect the most coins

Mario Party



Toad is your guide around the island, helping you to choose your board

Roll Call



This is probably our favourite out of all the games. Ludicrously simple, but always a top laugh

Each character stands on their own ball (painful), which they can roll around using the stick

▶ didn't. But the music was far from all this bash had going for it! Who's got the Alkasetzer by the way? My head's poundin'.

James was moving in on the wildly flirting Peach, Mark was involved in the most

boring conversation in history about polygon based sprites with that Miyamoto bloke, and Noely was gyrating on top of the kitchen table like a damaged spinning top (God knows why, there was no music in there!). Me? I was looking for some real action, and I found it in a darkened corner of the living room.

'Wanna make up a four lads?' asked Luigi, ushering myself and Lewis towards the little card table that was set up in the unusually shadowy area.

I remember thinking that it really shouldn't have been that much darker than the rest of the room, but kind of got swept up in the moment and the thought was lost. A funny little mushroom bloke was sat there, almost entirely shrouded in darkness.

'What's the game?' I asked.

'Snap? Happy Families? Ludo?'

'No, none of that kid's-a stuff! This is-a serious-a business!' answered Luigi, his tone both mocking and menacing at the same time. 'This is-a Mario's Party, and me and-a 'Shroom here'll show you how-a to play, on-a one condition...'

Party pooper

Lewis was nervous, biting his nails, no doubt wondering what I was getting him into, but my interest was

Remind me Luigi, how many games of your own have you starred in? Oh, that's right, none!



Bowser's a right pain in the butt! Land on his square and you'll pay!





The idea is to leap into the other contestants, and try to cannon them off the edge

The last player standing is the winner, although if there are two left then nobody scores anything!

Yoshi comes out on top this time, but the others'll be back. Once you start to play it's almost impossible to stop!

pliqued, and there was no going back now. 'What's the condition?' I pressed. 'That you never, under any circumstances, play Mario Party alone,' chipped in the mushroom bloke, in a surprisingly squeaky voice, yet still managing to sound alarmingly sinister. 'If you do, you'll regret it for the rest of your short uneventful lives!'

'Why? What'll happen to us?' asked Lewis, openly panicking like a big girl. I'd have to have words later. 'Will we

be cursed? W-w-will, will we die?'

'Oh-a God-a no!' cried Luigi. 'You'll just-a be bored rigid! It's-a bobbins-o if-a you play it on-a your own!'

'And if there's four of us?' I asked, but I'd already guessed the answer.

'Then you'll have the time of your lives! Mario Party is easily one of the best four player games it'll ever be your pleasure to play!' replied the ridiculous 'Shroom.

It's all a blur

They quickly rattled through the rules. Standard board game nonsense. Roll the dice, move a certain number of squares, land on some that

are good, some that are bad, blah blah blah. What they didn't warn us about was that as soon as everyone had taken their turn everything would go all wobbly and swirly.

From the relative safety of the living room we were transported to the start of what looked like a bobsled run (it was difficult to tell, the graphics were a bit ropey!).

That thing that zoomed around with the camera in Mario 64 explained what we had to do – basically get to the end of the course first – and to have a chance we had to get the sled moving at pace by shoving it as hard as we could along the ice (bashing away at the A button in the real world, then steering with the analogue). I was teamed up with Lewis. We were rubbish. We lost. Heavily. His fault!

A good tug

The game progressed, and every four rolls of the dice we were whisked off to another mini-challenge (there were over 50 of them in all! We were knackered by the end!), ranging from fishing, to three on one tug of war (whip the analogue round in a circle as fast as you can to avoid being yanked over the edge). You name a situation and chances are we got



All the boards are bright, colourful and great fun to play on!



Achy-breaky pad!

If you invite your mates round for a game, get 'em to bring their own pad, cos chances are they'll all end up like the one below! This game eats joypads for breakfast!



Tip-Xtra

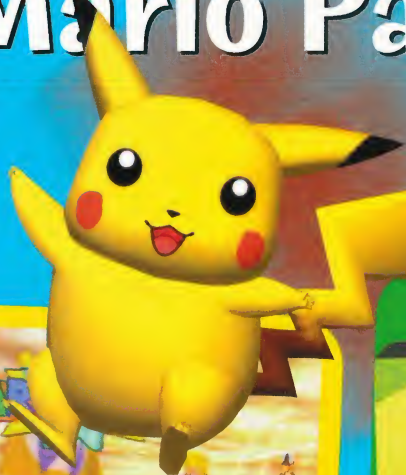


You'll be at a distinct advantage if you memorise what to do in all the mini-games.

That way you can stitch your unsuspecting mates up by skipping through the instruction screens before they've had a chance to read them! Sneaky eh?



Mario Party



Once upon a time

They're talking about who among them is the biggest star, the Super Star.

Why, they're all arguing, each one claiming to be the Super Star!

"Does each of you really want to be a Super Star?"

"Why not use the Warp Pipe in Mushroom Village, and head out into adventure?"

That's it. Turn the page for Smash Brothers!



ourselves mixed up in it. None of the games were that complex, but they had us roaring with laughter, despite their simplicity. I could see what Luigi had meant though. I never wanted to go solo, as much as I was enjoying myself, because it was obvious that it would be about as exciting as waiting for a crappy PlayStation game to load!

Happy shiny git

As the final totals were totted up at the end of the game (the player who's spawnily collected the most stars on the way round is declared the winner, in this case, amazingly it was Lewis), I already wanted another game, but by then I'd had one too many Super Happy Tree fruits to even see the board properly. But I'd be back. No doubt about that.

'You tell-a your friends yes? They're always-a welcome at-a Mario's Party!' Will do Luigi mate, will do. Least I will if I remember any of this in the morning!

Spanking the ape

As I slumped to the floor exhausted, and my eyelids grew so heavy that it became almost impossible to keep them open, I noticed Noely, puckering up ready to give Donkey Kong a hot, wet smacker on the lips! He'll regret that in the morning!

Too wasted to do anything about it right now though. I'll have nightmares for months... ●

“Noely puckered up, ready to give Donkey Kong a hot, wet smacker on the lips!●●

It's Got...

87%

3 pts
SOFTWARE HOUSE LEADER

Why...

It's a cracking multi player game, one of the best I've ever played, and is only let down by a dull as dishwater single player game, and some less than impressive graphics in one or two of the sub-games. It's also massively kiddo, almost to the point of being offensive, but if you can get past the squeaky clean feel, there are some riotous laughs to be had by all ages! A must-have multi player cart! **STEVE**



Breakdown...

GRAPHICS Top at times, pretty poor at others. A real mixed bag on the visual front **6/10**

SOUND Toe-tapping tunes burst out of your speakers at every turn. Excellent stuff **8/10**

GAMEPLAY Brilliant in multi player, appallingly boring when you're on your own **9/10**

LASTABILITY You'll be playing this with your mates long into the next millennium! **9/10**

Why not try...

A very similar look to Mario Party is where the similarity ends. Guaranteed to be just as inoffensive though, so perfect for kids!



Other Views...



LEWIS Nintendo score another multi player direct hit with this brilliant party-popper! Don't think about it, just buy it!



MARK A top laugh and perfect for when your mates are round. Dump in one player, but worth a sore thumb



NOELY A fabulously simple idea, perfectly executed by Hudson. Get your mates round and party into the small hours

READER REVIEW Not enjoyed a game this much for ages! Probably ever! I want a copy NOW!
- Samantha Hopwood, Milton Keynes

Publisher Nintendo ● Contact Department 1 (0171 916 8440) ● Release Date UK March, US & Jap out now ● Max. Players 4 ● Price £59.99 ● MEMORY Pak Space Saves to cart

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WATCH THIS SPACE

What do you call a big house that spends all its time looking in the mirror?



Werewolves watch out! Ghouls get out! Dracula's in despair! The vampire murdering Belmonts are back! So chomp a little garlic, splash on the holy water and prepare to join the vampire hunt!

Castlev

Tales from Castlevania

being an extract from 'The Necronomicon' written by (some crusty old monk) published [ages ago]

As you advance towards the ominous looming shadow of the count's castle, lightning strikes, smiting several tall trees which topple and lie smouldering in your path. You curse your cowardliness, steady your nerve and press onwards. Shortly after something catches your eye on the ground ahead. You kneel to investigate and find the brutally slain body of a young man. A local villager perhaps. As you consider the possibilities you're distracted by an eerie rattling sound behind you. You look around just in time to see a skeletal figure rise from its presumed dead state and approach slowly yet ominously towards you.

Your father had warned you of such undead horrors, through tales passed down by generations, though you scarce believed them. Yet even as your eyes stare now in disbelief at this creature from beyond the grave, it is joined by two more. All three advance inexorably towards you. You're awoken from your trance by the call



of your family from beyond the grave, reminding you of your heroic ancestry. Almost without thought your whip cracks through the air. Your aim is deadly and a skeleton shatters and falls to the ground. Another crack and a second falls and you turn your attention to your third attacker. It's almost upon you, but your whip unfurls once more scattering the third's legs. But even as you watch its still intact torso fall to the floor a skeletal hand reaches out and grasps your leg in its bony grip.

Your hand clutches for the dagger on your belt, you let out a cry, not of fear but of loathing and as you do so your blade arcs downwards shattering the skull of the skeleton. You shudder as you kick the still clutching hand from your foot, then turn and head towards the huge oaken doors that mark the entrance to Dracula's domain. No time for second thoughts now, you cross yourself, steel your resolve and press onwards. You have an appointment with Dracula..."

“They’re no relation to Buffy the bleedin’ Vampire Slayer!”



ania

LET’S SEE NOW. Stakes? Check. Holy Water? Check. Crucifix? Check. Garlic? Check. Okay, let’s go kick some vampire butt.

Yes, the world’s greatest family of vampire hunters, the Belmonts, are back, and no they’re no relation to Buffy the bleedin’ Vampire Slayer! In fact since long before the mini-skirted vampire slaying vixen was even a twinkle in her TV producer’s eye, the Belmont family have been dealing death to the Nosferatu.

So far, the blood curdling series has been an exclusively 2D platform affair, terrifyingly challenging and horrendously addictive, but for the world’s best console it was obvious that nothing less than an all-action 3D platformer would do. Cue ominous door squeaking and organ music for the arrival of Castlevania!

Vampires, werewolves, skeletons,

demons, and all manner of ghoulish creatures from beyond the grave are all set to feel the lash of your whip. Once again it’s time to battle your way past them to an ultimate confrontation with your ancient adversary, the old cross dodger himself, Count Dracula.

Sink ya teeth in

And so opens another chapter in the Castlevania saga. And as if to emphasise that you’re about to enter a real story, the game begins as a huge tome ‘The Necronomicon’ opens. The dusty pages enticing you into this tale of gothic horror. There’s a castle on a hill, the crack of thunder, a flash of lightning and a scary ‘awoo’ sound in the distance – if you’re cowering behind the sofa, pack up and start reading Smash Brothers right now! Things are about to get creepy!

You choose to play as either Reinhardt Schneider (descendant of the famous Belmont family) or Carrie Fernandez. Choose Reinhardt and your weapon of choice will be an Indiana style whip. Choose the female character of Carrie and you’ll get a rather nifty fireball. Of the two characters, Carrie’s the easiest for beginners, since her awesome fireballs home in on opponents, ▶

Castlevania

Tip-Xtra



Don't forget that the game is much easier when played with Carrie due to her homing fireballs. Once you've breezed through the game with Carrie you'll be better equipped to tackle Reinhardt and his whipcracking exploits

No, the name's Reinhardt, not Simon, Trevor or Ralph. Got that?



▶ taking out multiple enemies at a single flash of her glowing orbs. This despite the female's insistence on stopping to look in castle mirrors to ask herself the question "Do my athletic buttocks look big in this?"

Your character affects the way the game plays and not only due to their weapons, but because certain levels are only accessible with Reinhardt and don't appear when playing as Carrie, and vice versa. So to experience every pant-enlarging palpitating moment, plus both character's eerie endings, you'll need to play the game twice!

Blood type Ohhh!

Fans of the 2D platformer will know to expect a fierce challenge from Dracula's countless macabre minions. And indeed, the game delivers just that. The skeletons are relentless, and in true Jason and the Argonauts style, will rise from their dusty tombs, frightening the living-arse nuggets out of you, like a great wave of angry cheesed-off bone.

The enemies and bosses are easily the best features in Castlevania. The imaginative bosses spring at you

when you least expect it (they don't appear predictably at the end of a level, which means you're on the edge of your seat all the time!), reeking vicious blood-curdling death from every pore.

Later creatures include, werewolves, vampires, and all manner of long-toothed, poorly manicured, coffin dodging puss-balls. There's no rest for the undead, and your whip becomes a limb-slicin' blur as wave after wave of critters crawl from the woodwork. There is some puzzling, but it's restricted to the odd switch and lever, or realigning of statues, so the main action is definitely of the slaying variety.

In fact, so numerous are your enemies that it's as well really that you have other weapons than your whip (or Fireball's if you're Carrie) at your disposal. Each of the characters has a secondary attack, Reinhardt's has his trusty knife, while Carrie wields a couple of circular blades to devastating effect. In addition, both are also able to use one of four special missile weapon attacks. Throwing Knives, Throwing Axes, Holy

Water (creates a wall of fire) and a boomerang style Holy Cross (takes out multiple enemies).

Bloody nuisance

The special weapons are picked up during play, with only one type in use at any one time (ie. picking up a cross when you already have holy water means you lose your holy water). Plus, you'll need a plentiful supply of gems (another pick-up) or they won't work at all!

If this sounds a little confusing, that's because initially it is. Couple this with a few early repetitive levels and I was beginning to think that Konami had got it all frighteningly

wrong with this version.

Thankfully though, the game progresses and develops into a far more engaging and varied experience than the first couple of less than engrossing opening chapters suggests. Three or four levels in and you've forgiven (that's forgiven not forgotten) the awkward control system (you've got to kneel down to pick up vital objects, and later specify when you want to use vital health giving meat), an occasionally twitchy camera system and some

Inside Dracula's creepy castle and things are really starting to hot up

Dem Bones...



Reinhardt steadies his nerve and strides purposefully towards the door that leads to Dracula's estate



A few swift cracks of the whip deal with the locked gate, then it's time to find out what's inside



Bloomin' eck! Oh gosh is that the time? Err... I didn't really want to see Dracula anyway



Damn, my best attempts to outrun the bony giant have failed. I suppose I'm going to have to fight

Okay, whose idea was it to let me go battling against countless numbers of the undead armed with nothing more than a whip and a blue rinse?

“The skeletons...rise from their dusty tombs in endless numbers... like a great wave of angry bone”



Not only do I have to fight this huge bony freak, but he continuously summons more skeletons to fight



Haven't I seen this scene before in a Saturday morning Sinbad movie?



Oh dear, all this skeleton slaying is making me feel a bit faint. I think I'm going to have to lie down



The giant skeleton's had enough (for now) and leaps into the chasm below, you'll be seeing him again

Castlevania

Lever Bros



Reinhardt jumps across a yawning chasm to find this intriguing lever

Open Sez-me! A flick of the switch and the closed gate swings open



Some of the jumping sections are a throwback to the 2D platform era

through to the chilling conclusion (both of them!).

Bell-shaped montys

Having played most of the Castlevania games over their 10 year history, it seems as though I've been battling the Lord of Darkness almost as long as the Belmonts have, I was a little concerned that this new 3D romp wouldn't quite have the same magic as previous titles. While it's

not the best Castlevania game I've ever played, it's a game that gets better and better the more you play it. This is a worthy addition to a scarily successful saga, proving that there's life in this old vamp yet

extremely frustrating jumping sections, and are instead warming to the game's gruesome charms.

The cinematics and cutscenes advance the spooky storyline and help create the impression that you're in a film, rather than a game, and for the most part it works. Even if the filmwork is more of a hammy, Hammer House of horror than a true Stephen King spine chiller.

Once inside the creepy castle, as each new spooky episode is introduced, the game delivers vast amounts of vampire filled variety, oodles of originality, blood curdling sounds and enough tendon-tearing 3D blood-spillin' action to carry you right

“More of a hammy, Hammer House of horror than a true Stephen King spine chiller”

Tip-Xtra

Save regularly and often. It's tiresome having to wade through hordes of undead that you've already eliminated.

Also, be careful with your saves. I've already lost a memory pak full of saves due to a controller pak going wonky on me

Creepy Cast



Behemoth - This huge guy will really get your goat. (Groan!)



Exploding Skeletons are a real blast. Take them out at long range



Fire Dragon - This two headed dragon makes a fiery opponent



Hellhounds - Patrol the gates. Their bite is far worse than their bark



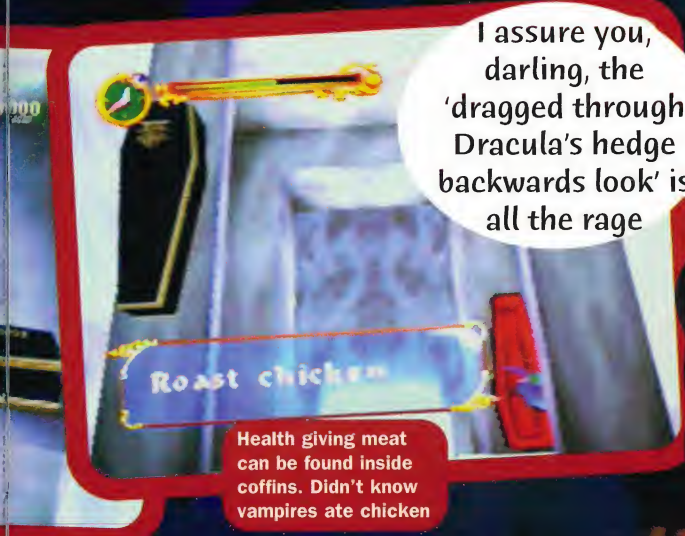
Vampire - Time to whip out the old crucifix and start prayin'



But wait a moment, what's this? That switch has also sprung a trap and you're attacked by skeletons



As if that wasn't bad enough, the skeletons have been joined by a huge lumbering tiger-like creature. Help!



Health giving meat can be found inside coffins. Didn't know vampires ate chicken



Skeletons - The way they rise from the ground will fill your pants!



Zombies - These hideous flesh eating beasts make formidable foes



It's Got... 88%

SOFTWARE HOUSE LEAGUE
1
pts
SOFTWARE HOUSE LEAGUE

Why...

Like an ageing vampire, Castlevania takes a while to really sink its teeth in, initially seeming a bit boring. Give it time though and the game begins to tighten its grip around your throat. It's exciting, action packed, full of inventive ideas, and though not the compelling, and frighteningly scary episode some might have hoped for, it's still whip cracking, holy water splashing, vampire slaying wholesome fun. **NOELY**

Breakdown...

- GRAPHICS** Dark and moody, but nowhere near as sharp and clear as we'd have liked **7/10**
- SOUND** The haunting music and scary sound effects create a fine eerie atmosphere **8/10**
- GAMEPLAY** Early repetitiveness soon gives way to brilliantly original and scary moments **8/10**
- LASTABILITY** Seeing both endings should pose quite a tough challenge for most gamers **8/10**

Why not try...

Nightmare Creatures - A similarly spooky gothic horror title that while far from perfect certainly warrants at least a rental look



Other Views...

- STEVE** Is it just me or is this a bit dull? Worth the decades of waiting? You've got to be joking!
- MARK** Could have been better than a Buffy the Vampire Slayer 24 hour TV marathon! But it's too slow and tedious
- LEWIS** I was really looking forward to this, but it's not the throat-ripper I was hoping for, instead it just sucks a little

READER REVIEW Not bad, but it could have been better thought out, and it gets repetitive - Greg Ihnatenko, Stockport

Publisher Konami • Contact 01895 853 000 • Release Date Late March • Price £60 • SAVES TO Memory Pak

Wanna give your kid brother a fat lip? Then let the Linkster smash him in

Smash



It's open season on your favourite Nintendo chums. That portly plumber's just said "let's-a-go outside," so choose your top wacky warrior and give the pizza-chomping fat boy a good swift kick in the nuts! Hooray!



Who are you calling 'fat boy'. Come and have a go if you think you're "lard" enough

LINK CAN GIVE Mario a thick ear. Bonkers! Donkey Kong can mash Fox into a furry pulp. Outrageous! You can even take Pikachu and leather seven shades of egg-shell out of Yoshi. Freaky! Why the hell has no-one thought of this before? Who cares? They've thought of it now!

It's either genius or sheer lunacy. Who am I kidding? It's Nintendo. It's utter genius! After our disgraceful behaviour at Mario's Party, we were all a bit

smashed, tempers started to fray (thanks to Noely being spawnly with the dice) and it kicked off fine style. We've never seen the like! We never knew Donkey Kong was a Millwall fan. Just don't mess!

Hooligans!

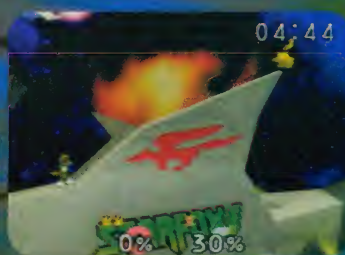
As you can probably guess, this is no ordinary beat'em-up. In true Nintendo style the masters of gaming have taken an old formula and reinvented it as only they can. Platformy bits grapple manfully with your usual fighting fare to make this truly one of a kind. Mazza and co. brutally battle it out in arenas made up of levels hanging in mid-air (that'll be platforms then - Lewis) and for the first time ever in a fighting game, they can leap, jump,



“We never knew Donkey Kong was a Millwall fan. Don't Mess!”

Anytime, any place

You'll have to fight every Nintendo star on their own home turf. Each level is completely different and you'll need to learn new tricks and tactics if you want to come out on top.



Sector Z - Aboard the Great Fox
Watch out! That sneaky Fox gets his mates to attack you in Spaceships



Castle Hyrule
Where else would Link fight than on top of Princess Zelda's house?



Congo Jungle
Donkey Kong rumbles in the jungle. Just try and stay out of his way

Tip-Xtra



The best way to get rid of opponents is by throwing them off the sides. Hold down Z and press A to grab the other guy and hurl him away

Brothers

34



Say Cheese!

Press Start at any time during the game for a close-up of the action. You can even move the camera around!



Link whips out his sword in the midst of a battle against Princess Peach!



Left: I knight you Sir Link. Whoops, I just took his head off

episodes of my fave TV show, Buffy The Vampire Slayer! You have to take care though because if you fall off the edge of a platform, you could find yourself hurtling to your doom. On one level a

with his sword again and again. But press B and he'll whip out his boomerang and give old Mazza a bloody nose.

Hold down Z and A and he'll fire his hookshot, pull Mazza towards him and smash him all around the level. The different characters all have their own special attacks that stay faithful to their own games. So Mario has his fireballs, Fox has a laser gun and Yoshi can scoff up opponents and spit them out as helpless eggs.

Yoshi is going to regret shouting 'fetch' at Pikachu. He's not that sort of virtual pet!



Pikachu's got loads of fans. This one's really good for slapping people out of the ring



Ring slapping

It's not just hand-to-hand combat either, scattered throughout the levels are power-ups and special items to collect to help use and abuse your former friends. You can nab guns, flamethrowers, bombs, swords and best of all

duck, dive, bob and weave their way out of danger - basically, they can run away like a big girl!

Buffy sucks!

This platform feel suits the Nintendo characters perfectly and makes the game far different (and in many ways better) to any other beat'em-up I've ever played. Up to four players can kick off at once making for a manic action-packed scrap with the Nintendo all stars flying in all four directions. This has got more action than back-to-back

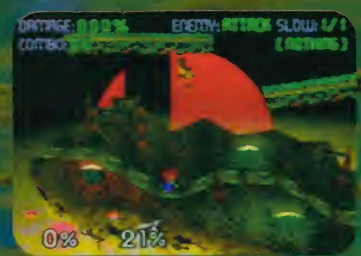
pit of deadly lava spews and bubbles beneath, and it's a race for the high ground as everyone attempts to keep their hairy bits from being slinged (a particular problem for the hirsute Donkey Kong - the only beast with more hair than Noely!).

But it doesn't sound much like a beat'em-up does it? Don't worry, if you're looking for a scrap this game will give you plenty of opportunity to put the cartoon boot in. Each character has a multitude of attacks. Link, for example, will happily slash the Italian doughball into individual portions of garlic bread (with cheese)

“Donkey Kong - the only beast with more hair than Noely”



Castle in the Sky
Watch out for the moving floor or you'll end up hurtling to the ground



Planet Zebes
Samus lives in a nasty place! The hot lava rises up and burns you. Ouch!



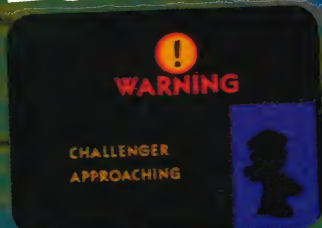
Yamabuki City
Pikachu's a city kid really. Watch your step or you'll fall off the skyscrapers



Yoshi's Island
You won't think Yoshi's cute after he eats you up and spits you back out!

Smash Brothers

Look out - It's Luigi!



The game has at least four extra characters. And I've already found one... I've just gotta beat him



Luigi's always been a bit on the dim side, but he's pretty handy with his fists. This isn't that easy



But I am the all-powerful Pikachu. Nothing can stand up to my curl-up and cower attack. Luigi's mine!



“More fun than a bubble bath with Billie”

Smashing Bonus



On the first bonus levels you have to smash all the targets without falling to your doom. But some of them are harder to reach than you'd think. Get jumping!



The second bonus level sees you trying to jump on a series of platforms. But to make things harder, the levels are filled with traps, enemies and bouncing balls that send you flying

‘Mario’s hammer’ from the original Donkey Kong game (Mazza’s first ever appearance). You don’t want to be on the wrong end of this when it comes crashing down, you could get a nasty splinter!

You’ll love the way all the big N’s stars are pitted against each other. The one player game is a series of scraps, gladiator style, with the lions replaced by monkeys, dinosaurs and funky yellow cats! The fights can be just you against an N64 controlled opponent, you teamed up with the N64 against two enemies or single-handedly fend off a series of fighters (try taking on 20 manic Yoshi’s for example).

‘ey now calm down

To break up the constant brawling and restore some calm, bonus games crop up where you’ll have to smash a series of targets or jump on a set of platforms without falling to your doom. These sub-games are the key to opening up the hidden characters and special levels making sure you’ll still be playing this in months rather than weeks.

The multi-player game’s the main course after the appetiser of the solo performance. You and up to three mates can belt each other around the screen. If you’re a bit of a friendless no-life (like you? - Lewis), then you can always get your N64 to control

the spare characters, it’s not quite the same as swinging Noely ‘round the room by his girly pigtales, but it’s the next best thing. The battles are non-stop with players that get knocked out re-appearing to carry on the fight. It’s a scramble for points against the clock, the character with the most knock-outs at the final bell being the winner.

Bathtime bother

Smash Brothers is more fun than a bubble-bath with Billie, but after a solid day’s play it did leave me cold and clammy with a few niggling wrinkles. It’s a scrapping game, but not as we know it, so if you’re looking for Mortal Kombat 4 starring Mario and his mates, you’re going to be seriously naffed off.

It’s about as deep as the shallow end of Stockport municipal baths, with a limited number of attacks and

fairly repetitive action. The lack of complex moves (combos and specials) means that there’s not much to learn and little variation to each fight. On the upside, you can give a character the psychotic power of Mike Tyson, or the girly slapping technique favoured by Dale Winton, it’s entirely up to you (it depends on how much of a bird you are!).

There’s plenty of secret stuff to find if you’re hard enough to

Pro punishers

After the whole team tried to pick Link (that almost caused a fight in itself) we decided that these are our favourite characters...



MARIO

Steve’s gotta be the biggest Mario fan ever, so it was no surprised when he bagged the main man



PIKACHU

The ‘rubbish yellow cat’ is smart ‘cos he’s so deceptive. And other players look so daft when he trashes them



KIRBY

He may look a bit foolish, but Lewis loves Kirby. Either that or those red lips are seducing him somehow!



YOSHI

James likes the hungry dino ‘cos of his egg throwing ability. Just the thing to splat opponents!

Tip-Xtra



There’s an option to practice all the bonus levels. Complete all the levels in bonus practice one and two with every character for a surprise! But I’m not going to tell you what it is... You’ll have to find out for yourself!

Nintendo All Stars

Nintendo's factory is stuffed to the brim with stars to choose from. And whilst you could never hope for all of them to be included, this selection represents the most manical bunch of madmen you could ever wish to control in a fight

Donkey Kong



Big and brutish. Donkey Kong swings his arms around and punches everyone

Fox



Not much of a hand to hand fighter, but he's armed with a laser gun. The cheat

Kirby



Thicker than Father Dougal at a Mensa convention. But he's one tough opponent

Link



The most famous elf in the world. Armed to the teeth and hard as nails

Mario



The star amongst stars. A plumber by trade and a mean street fighter to boot

Pikachu



Small, yellow and daft. The star of pocket monsters is charged with power

Samus



The only star that nobody's ever heard of. But he's one mean fighter

Yoshi



Mario's sidekick kicks back. Eats anyone in his way and spits 'em out

I'll hammer the lot of you.
Erm... except Noely we're related

look for it. Hidden characters include Luigi, Captain Falcon and Metal Mario. And there's even a concealed Mario level complete with warp pipes. But it's the four player action that separates Smash Brothers from the rest. No other nose-breaking, toe-twisting, arm-bending game has such a fine multi-player mode with such breathless constant non-stop action.

Smash Brothers is a top laugh, great fun if your mates are round and if you feel the need to put the boot in to that pesky plumber once and for all, then this is definitely the game for you - and us ●

DONKEY KONG

He's big, clumsy and he's got hair down to his ass. No wonder Noely headed straight for Donkey Kong

FOX

Trust old Paul to pick the character armed with a gun! But cheats never prosper! Well... almost never



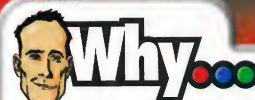
Set them alight by getting a fire flower and using it to torch your opponents



It's Got...

85%

SOFTWARE HOUSE LEAGUE
3 pts
SOFTWARE HOUSE LEAGUE



It's got more stars than the night sky over Hollywood and it makes you smile like a Hyena on laughing gas. Loads of your favourite Nintendo characters and all their trademark special moves are employed in this wonderfully original fighter. It's a bit like Yoshi's Story, it won't take you forever to finish it and you'll be disappointed if you expect a serious scrap. But if you're looking for a multi player laugh, then you'll never tire of pummeling that plumber. **Mark**

Breakdown...

GRAPHICS Big, bright gaudy. Lovingly designed characters with fluid animation. **8/10**

SOUND Loads of nice samples from all the other games but the music's not too hot **7/10**

GAMEPLAY Fast and furious fun. Dead easy to get into as well and a top laugh **9/10**

LASTABILITY There's only a few moves for each character and not much depth **8/10**

Why not try...

MK4 - If you like your beat'em-ups with a bit more blood. Lacks the star appeal, but you do get to rip people's heads off. Nice!



Other Views...



LEWIS Delivers a mighty all-star punch in multi player, where you can hammer your mates in a mass of flots, flats and furl



STEVE Fighting games aren't really my thing, but even I couldn't resist the charms of this Nintendo cracker!



NOELY Brilliantly fast and frantic multi player action, that beats the spandex pants off most wrestling games

READER REVIEW A smashin' laugh knockin' the lads about, but on your own it's a bit dull - Beverley West, Co. Tipperary

Publisher Nintendo ● Contact Department One 0171 916 8440 ● Release Date US Out Now ● Max. Players 4 ● Price £39.99 ● Memory Pak Space Cart

All Star Tennis



By James
jamesc@big.co.uk

The winter chill is thawing and summer sports will soon be with us. Whet your appetite for strawberries and cream with a serving of fruit salad tennis stars who're ripe for a taste test challenge

TENNIS IS A sport everyone can enjoy. During those heady summer days of Wimbledon, I'm there with the rest of the part-time watchers hoping to catch a snap-shot of Kournikova's kecks. And, of course, while concentrating so hard, it's difficult to escape the climatic tension of the whole affair, er... if you get my meaning!

Racquet Fuel

There are many reasons to invest in a tennis title, and here are three I've just come up with on the spot. I can do that, 'cause I'm dead clever. First, it's a simple sport – a bat and a ball (okay, okay, racquet), a small playing area with limited rules and contestants. Next, tennis has never been that complex – you hit the ball over the net... and someone knocks it back to you. Wayhay! And finally, tennis is one of the best multi player options money can buy, especially

with four mates sweating 'round your N64. Now the falling of many a great rally-o-rama is the single player game, which tends to be as dull as an Animal Hospital Snail Watch omnibus. You get leathered at first by some dodgy Japanese expert, then grab the upper hand and annihilate all before you. The balance has never been quite right to keep your interest levels at a peak - unlike with say a football game, which is



...and this is Hendrix. You should see my Noel Gallagher? It's sorted man!

bound to have many variables keeping things fresher than a penguins' arse. So the question is, can the game keep you lobbing the backhands when you'd rather exercise your forearm? Nintendo went for the slightly bizarre idea of strip tennis in their recent Centre Court effort, which I can certainly see the attraction off! But what's the point of that when Martina Hingis and her babe buddies

Spin to win



1 The ball is coming in at ferocious speed, it's going to take something special to get it back over the net



2 Steady now, you need to time this just right. Now! Begin your spin sugar, and we'll send a suitable reply back

Your general all purpose shot. Use the D-pad/stick to affect the ball

Lob ball

Smash ball

The D-pad or stick can be used to control players and apply back/top spin and direction



Tennis '99



I like the matching wrist bands and socks but does my bum look big in this?

Tip-Xtra



If you want to smash an ace in when serving, position your player on the far side of the court and stand back a little. Hold the stick in a forward direction whilst you serve and a near unstoppable shot will be walloped in every time

On tight decisions the point is replayed from the last shot to end any McEnroe styled rants

are next door playing spin the bottle? Well I can dream can't I?

Ubisoft have instead kept things clean in that respect, but dirtied up the gameplay a considerable amount with the introduction of power serves, special trick shot manoeuvres and enough explosives to give bomberman a bone-on. But we'll get to that in a minute, let's look at the 'All Star' cast at your fingertips.

“Power serves, special trick shot manoeuvres and enough explosives to give bomberman a bone-on”



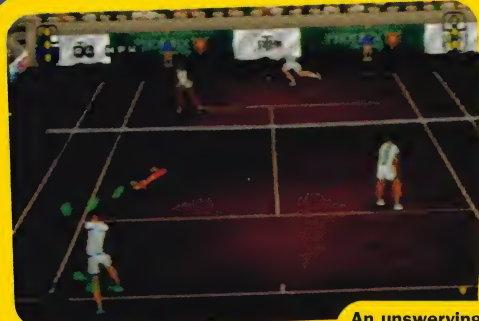
3 The feet shift, the neck twists, and the racquet spins around, ready to deliver a hefty point saving crack

4 The moment of contact and she's still in a spin with that funky green racquet, but it seems a solid enough shot

5 Both feet lift off the ground as all her energy is transferred to the object moving at mach 3 back toward the net

6 The ball sails away as this court commanding chick lands back in position to savour her skillful shot

All Star Tennis '99



An unswerving concentration is needed if you are to win anything against the experts



► 12 characters await your tennis thumbs and elbows, however only eight of these are actual real-life stars of the sport: Amanda Coetzer, Jana Novotna, Conchita Martinez, Michael Chang, Gustavo Kuerten, Jonas Bjorkman, Mark Philippoussis and Richard Krajicek. Though if you've heard of Brazilian Gustavo Kuerten, and his Swedish porn-tash buddy Jonas Bjorkman, you must have a bit of a freaky tennis softspot for the lesserknown lob-meisters. Their differing heights, weights and preferred playing hand all grant slightly different abilities in terms of serving power, reach and speed. But there's relatively little to separate the

“It's a laugh to see Michael Chang's nads getting spread across the centre court”

majority of the entrants, except of course for you, and you can impose your influence on these famous names in either Smash Tennis, Arcade or Bomb Tennis.

Tennis menace

Smash is straight forward doubles and singles in a single match or knockout tournament, whereas Arcade throws the rest of the field at you one after another, and it's in these modes that you can make the most of those special moves.

By successfully returning shots you can build up an energy meter that determines the power and extravagance of these showbiz specials and magical match winners. A mid meter smash can be done by anyone, but a full gauge can unleash

a unique string busting blast of unstoppable power, which definitely serves to spice things up.

Bomb tennis is also a totally new concept and leaves you dodging Danger Mouse styled bombs every time the ball touches ground, though I'd hardly rank this as a groundbreaking addition. Sure, it's a laugh to see Michael Chang's nads getting spread across the centre court, but I can see this option becoming more of a strategy affair when the frantic action of a Tim Henman Vs Pete Sampras is what we're really after.

Phili-who's this?

All Star Tennis has many fine attributes – the animations are second to none, gameplay is

Back Stroke



1 Oo-er, another tricky one to deal with. Shall I go for the forehand volley with this one?

2 Nah, I'll swing one around the back and give the crowd a bit of a show instead eh?

3 There you go ladies and gentlemen – value for money this is, better than a Cliff Richard medley any day!

4 Timed to perfection, with grace and style. Though my tennis elbow's definitely going to play up tonight!

5 Get to that one mate, though it's hardly likely now is it!

Tip-Xtra



Draw opponents into the net by pushing the stick/D-pad away from the net when striking the ball to get some back spin. They'll have to be pretty pacey to make the return, but if they do just send them to the back of the court with a lob

Either Jana Novotna's playing bomb tennis or she needs to lay off the curries for a while

intuitive, crisp and moves faster than an ass-scorched Yosemite Sam, and the sound effects are spot on too, even the boring stiff upper lip commentator (crap, but true to life!).

You'll be hard pushed to find a more worthwhile multi player game, and the imaginative specials such as the vortex like warp shot (which causes the ball to change direction in mid air), add just enough zest in the single player mode to go some way to eliminating the boredom often inflicted with tennis titles. Not quite an ace, but then you'll keep returning to it anyway!

6 Right then, what've you got for me next? A cannon ball maybe? No problem guv'nor... er, I mean love!

Player Power

You can select your champ from 12 players, but be sure to pick the right one for you. Check out each player's attributes beforehand as stats such as height and weight can make all the difference between winning and losing

Zoe Taylor



English
Left Handed
Height: 5' 7"
Weight: 112 lbs

Vanessa Child



American
Left Handed
Height: 5' 10"
Weight: 127 lbs

Amanda Coetzer



South African
Right Handed
Height: 5' 2"
Weight: 120 lbs

Jana Novotna



Czech Republic
Right Handed
Height: 5' 9"
Weight: 139 lbs

Conchita Martinez



Spanish
Right Handed
Height: 5' 7"
Weight: 132 lbs

Leon Rodez



French
Right Handed
Height: 6' 3"
Weight: 162 lbs

Michael Chang



American
Right Handed
Height: 5' 9"
Weight: 150 lbs

Gustavo Kuerten



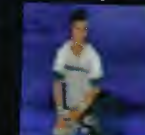
Brazilian
Right Handed
Height: 6' 3"
Weight: 165 lbs

Jonas Bjorkman



Swedish
Right Handed
Height: 6' 0"
Weight: 166 lbs

Mark Philippoussis



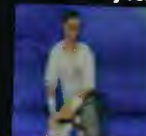
Australian
Right Handed
Height: 6' 4"
Weight: 202 lbs

Randy Powell



American
Right Handed
Height: 6' 2"
Weight: 154 lbs

Richard Krajicek



Dutch
Right Handed
Height: 6' 5"
Weight: 190 lbs

It's Got...

89%

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Why...
All Star Tennis is an absolute blast in multi player mode, with the additional tricks available providing that little something extra for the lone ranger racqueteers. All Star Tennis '99 is still guilty of allowing the time honoured tedlum to set in from match to match, but overall you're not going to find a finer graphic example of the sport anywhere, and the gameplay is just about as good as you're going to get too - James

Breakdown...

GRAPHICS Crisper than a fried lettuce saml, but a little bland off court 8/10

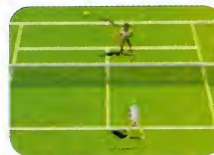
SOUND A thwackingly realistic gruntfest, but it's a shame about the umpire 8/10

GAMEPLAY Not perfect, but very nearly. Expect a 'volly' good sequel 8/10

LASTABILITY Despite the minor flaws you'll still be playing this during the next Wimbledon 9/10

Why not try...

Centre Court Tennis is another wacky slant on the sport. It looks cutesy cartoony, but it plays like a ball-bouncin' demon. Well worth a rally



Other Views...

LEWIS More quality ball-battering antics, but without the strip tennis option of Centre Court, this is second best

MARK So realistic you can taste the strawberries. But if you want the cream go for Centre Court Tennis instead

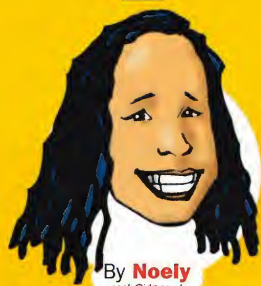
NOELY Not a bad tennis game, but it fails to hold its own against Centre Court's all singing, all dancing, all stripping title

READER REVIEW Steve's rock hard at this, but beating everyone else was fun. I'd buy it - Jamie Bennet, Darlington

Publisher UBI-Soft • Contact 0181 944 9000 • Release Date Late March • Max. Players 4 • Price £39.99 • Memory Pak Space Saves to cart

As entertaining as pocket billiards, or a load of old balls?

Virtual



By **Noely**
noely@big.co.uk

The first N64 pool game ever breaks onto the N64, that's my cue to approach the table and find out the colour of its money



Pot the reds then screw back for the yellow, green, brown, blue, pink...



The game lets you view the action from all manner of interesting angles



MARK INITIALLY shied away from this review because he thought it was some kind of virtual swimming pool, and he hates water (almost as much as he does soap). Imagine his dismay then, when he discovered it was actually a rather smart simulation of the great pub classic, Pool.

Ball breakin'

In fact, Virtual Pool 64 is a simulation of just about every Pool game you can imagine (with the possible exception of Killer), plus a few more that you've probably never heard of (See 'Load of Balls'). Of all of them, it's the classic 'English pub

Potless Luck



1 Noely Checks the table, and spots an inviting yellow, top right corner



2 For those of you watching in black and white, the yellow is behind the red



3 Easing back on the analogue stick draws back the cue ready for the shot



4 A gentle push forward on the stick and the cue follows through

Pool 64

Tip-Xtra



Don't forget you can replay your previous shot at any time you choose with a swift press of the D-pad



Before you get the hang of things you'll see this foul message fairly often

You can play the ball in place or from the D. You get one free shot before your visit.

Play From D
[Play In Place]

rules' version of 8 Ball that you'll be most familiar with and more than likely the one you'll play the most.

Sharkin'

The game has three difficulty levels Amateur, Professional and Championship, which equate respectively to Giggling female, sad bloke who spends his whole life in the pub, and Pool Shark. There're also options to toggle ball projectory indicators on and various other options to help ease you into the game. Chances are it'll even make you a better pool player, allowing you to practice trick shots and so on, lessening your chances of being hustled on your local table.

Control in the game is via the analogue stick, which simulates your

"You'll start off by blasting your shots with all the finesse of a ham-fisted elephant"

cueing action. Pull backwards on the stick, to withdraw your cue and push up to slide your cue forwards. The further you pull back and the harder you push forward denote the strength of your shot.

Hot ham-fisted

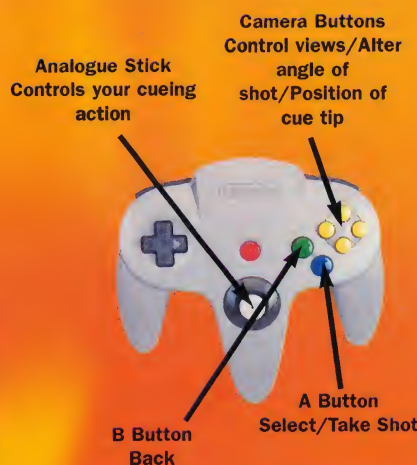
It's a tricky system initially and until you get to grips with it you'll find you end up blasting most of your shots, with all the subtlety and finesse of a ham-fisted elephant wearing boxing gloves. Once you get the hang of it though it's surprisingly effective,

certainly more intuitive than, say a mouse, proving yet again what a masterpiece of modern design the N64's controller really is.

If I was a blandster

Technically, the game looks very impressive. I could go on and on about the games 'floating point operations' and how these are used to create 'highly accurate ball collision trajectories'. I could mention the specular highlighting effects, or how the game makes superb use of the N64's hi-res mode running at 640x480 to create extremely crisp and sharp graphics with no sign of the fuzzy anti-aliasing so often associated with the N64.

But chances are you'd find all that about as interesting as Steve Davis and Nigel Mansell, having a long conversation about Trainspotting, while waiting for paint to dry. Suffice



Don't panic, this beautifully crafted review continues on p.56



5 The cueball strikes the yellow ball ever so cleanly



6 An agonising wait as the yellow wipes its feet before dropping into the pocket



7 With the yellow sunk the white spins sideways into position



8 Leaving a rather inviting plant to the middle pocket. Yeah right!

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Mission 1: Ambush at Mos Eisley

AS SOON as you start the level you'll hear over your intercom that there are some Imperial Probe Droids dead ahead. Hit the accelerator button and head for the first group which can be found by getting the orange pointer on your radar to point to twelve o'clock.

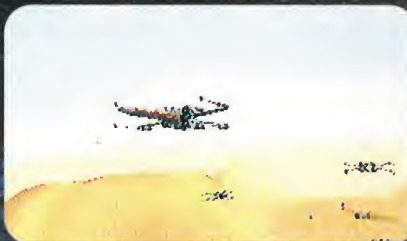
When you get to the first group of droids open fire with the default setting on your lasers, you'll find that they quickly explode due to the fact they have next to no armour.

Once you've destroyed the first group reposition the pointer on your radar to twelve o'clock and go for the

second batch, repeat this process until you see a scene showing Mos Eisley under attack by Tie Bombers. Close up your wings and accelerate to the spaceport where you'll find there are two sets of three Tie Bombers to destroy.

Accelerate behind them, then hit the brakes and open fire with your lasers to take them down, keep firing on each group until you've brought all six down and you'll complete the mission.

Ambush at Mos Eisley



1: When you start the mission you'll get a message saying that there are Imperial Probe Droids ahead, get the radar indicator to twelve o'clock and hit the accelerator.



2: Each droid will only take one direct hit due to the fact they have next to no armour.



Okay budding Jedis, let's get cracking! The first few levels are basically just training runs, so I'll talk you through those, and then I'll be back when the action starts to hot up in a few pages time...

Mission 2: Rendezvous on Bharkesh

START OFF by blasting the four Imperial Probe Droids directly in front of you before carrying on along the canyon until you come to the convoy (the green vehicles in a line).

Ahead of the convoy there are a load of probe droids waiting for you. Quickly blast them and take the next right turn in the canyon. You'll now see an AT-ST in front of you, the quickest way to dispose of these guys is to approach low and fire a carefully aimed missile, there are also two laser turrets on top of the left hill. Return to the convoy and follow above them

using your brakes to stay as close as possible (try not to stray too far from the convoy whenever possible). Ahead of you you'll find two more AT-ST Walkers to deal with before two Tie Bombers approach.

Try to take these down as quickly as possible as they will inflict large amounts of damage. It's then a case of dealing with a couple more AT-ST Walkers and Tie Bombers before you reach the convoys destination. There are a couple of other Imperial enemies to deal with but the bombers and AT-ST Walkers are your main concern.

Rendezvous on Barkhesh



1: Try to stay close to the convoy whenever possible, if you go charging ahead you'll leave them as sitting ducks.



2: Around the first right turn you'll see your first AT-ST, approach low and fast to avoid his lasers.



3: Take out the Tie Bombers before they inflict too much damage, avoid letting them get behind you or they'll open fire with their lasers.



4: A well placed missile is the quickest way of taking out those pesky AT-ST Walkers.



5: Accelerate ahead of the convoy to blast the second pair of Tie Bombers before they reach their target.



3: Try to concentrate on the lower droids attacking the houses first as they will reduce your friendly save ratio.



4: Once you've disposed of all the droids you'll see Mos Eisley come under attack, close up your S-Foils and haul ass back to the spaceport.



5: Accelerate up behind the Tie Bombers and balance the brakes and throttle as you blast them out of the skies, the closer you are the easier you'll find them to target.

Mission 3: The Search for the Nonnah

AS SOON as the mission starts dive down to low level to avoid enemy fire and head straight ahead, when you reach the waters edge blast the Imperial Probe Droids and bank left a little. Follow this stretch of water and you'll soon come to the Nonnah which has ditched in the soup.

Once you've found it pull up and blast any close by Imperial Tie Fighters or Interceptors, however, avoid the temptation to chase off any enemy units as you'll leave the Nonnah unprotected. After a short while an Imperial Shuttle Craft will appear and land on the shore near the Nonnah, as soon as it lands three Tank Droids and an AT-ST Walker will unload and take up positions along the shore.

Fly along the shore, approaching low and holding the brakes, you should be able to take all of these on a single pass, to make sure you do fire your missiles at the heavily armoured AT-ST. Once you've destroyed all four you'll see some Tie Bombers approach. The Tie Bombers will attack in two waves of two. The A Wing is extremely fast so you'll need to use your brakes to avoid shooting straight past the sluggish bombers as you come up from behind.

Bomber bummers

Dispose of the bombers quickly and turn your attentions back to the Imperial Shuttle Craft, you'll now find that three AT-PT Walkers are deploying, these have weaker shields than the AT-ST Walkers so you'll be able to blast them with ease.

Once they've gone you'll have a couple more waves of Tie Bombers to shoot down as well as a couple of fast Tie Interceptors. After a while the rescue shuttle will take off, follow a little way behind this using your brakes to keep your distance and blast the last few Tie Interceptors until the shuttle reaches the edge of the map.

The Search for the Nonnah



1: Follow the water staying close to the edge and you'll find the Nonnah crashed in the water.



2: After a short while an Imperial Shuttle Craft will appear, keep an eye on this and notice where it lands.



3: Make a low sweeping run and you'll be able to blast all the vehicles which are deployed.



4: The Tie Bombers are pretty slow and the A Wing is extremely fast so you'll need to use your brakes.



5: Blast the last of the Tie Bombers and quickly return to the Imperial Shuttle Craft.



6: You'll now find that a group of three AT-PT Walkers have deployed from the Shuttle, these are your next primary target.



7: When the AT-PT Walkers appear a Rebel Transport will land to evacuate the Nonnah's crew and the AT-PT Walkers will start to fire on it.



8: The AT-PT Walkers have weaker shields than the AT-ST Walkers so your blasters will be effective.



9: After a few more Tie Bombers you'll need to destroy a couple of Tie Interceptors, these are very fast and agile so use your speed to close in on them and blast them.



10: Stay behind the shuttle when it takes off and blast the Interceptors as they close in, be careful not to shoot the shuttle though or you'll bring your mission to an abrupt end.



Mission 4: Defection at Corellia

5: Approach from behind the AT-AT Walkers and hit the brakes as you get close to give yourself time to fire the tow cable.

1: Hit the brakes as you approach the Imperial Probe Droids and you'll be able to take them all out in one pass.

2: Once the droids have gone you'll find that the city is under attack so accelerate back with full throttle.

3: The Snow Speeders are reasonably quick so hit the brakes as you approach the Tie Bombers from behind.

4: The second Tie Bomber attack is much shorter and you'll only have to destroy four to trigger the next section of the level.

THE FIRST thing you'll need to do is locate the four Imperial Probe Droids on the far side of the city, follow your radar until you get close to the droids, then hit both your air brakes and dive in on them with your lasers blasting. As soon as they've been destroyed you'll get a message saying that the city is under attack. Turn around and accelerate back towards the city following the indicator on the radar.

The city is under attack by a whole load of Tie Bombers, generally they

will be attacking in groups of three which will make it reasonable easy to take them down quickly. Follow behind the bombers and cut them down before they can do too much damage, you'll then receive a message saying Madine's tower is under attack.

Follow the radar to Madine's tower where you'll find four more bombers. Take these out and you'll hear that an Imperial AT-AT Walker has been spotted, again follow the radar and it will take you straight to your next

target. Approach the AT-AT Walker from behind staying low, as you get close hit the brakes.

Fly just to the left or right of the walker (passing as close as you dare) and fire your secondary weapon as you're next to it's legs. When the view changes circle around it's legs three times staying pretty close (If you get too far away the cable will brake), it will then go crashing to the floor and you'll hear that Madine's in trouble again. Fly to the tower and destroy the

two AT-ST Walkers and head for the approaching AT-AT Walker.

Repeat the process as you did before and bring the second one crashing to the floor. A Rebel Shuttle will then land to evacuate Madine, your last task will be to defend this from six Tie Fighters. The Tie Fighters are reasonably slow and have no shields so they'll go down quickly with little fuss. Once the shuttle takes off follow it and complete the mission.

Mission 5: Liberation of Gerrard V

YOUR TASK here is to lay down covering fire while a squadron of Y Wings fly around the two city locations blasting the hover barges, this means that you should avoid shooting the barges yourself.

At the start fly low and take out the first two Turbo Lasers, then head around to the hill side on the other side of the city. Take out the three deadly Missile Turrets before returning to the city to blast any remaining Turbo Lasers.

Use your radar to help you locate the laser positions, there are also a

couple of AT-PT Walkers to destroy. Next follow the radar to the second city location and repeat the process, this time there will be a couple of Missile Turrets in the city itself.

After a short while Tie Interceptors will join in the attack, once all the Turbo Lasers have gone concentrate your efforts on these, they're much faster and more agile then the X Wings so you'll have your work cut out. After a couple of minutes the Y Wings will complete their mission and you'll finish the level, capturing Kasan Moor as you do so.

Liberation of Gerrard V



1: Take out the Turbo laser in front of you and cut through the city where you'll find a couple more turrets.



1: Hit the brakes on the approach to the base and you'll have plenty of time to blast the AT-PT Walkers blocking the path.



2: There are four Turbo Lasers to take out before the convoy arrives, two on either side.



3: Send a couple of missiles at the Shield Generator and you'll destroy it, as soon as you do close your S-Folds and accelerate out of the canyon back to the Imperial base, you'll be able to dodge all the missiles if you head back at full speed.



4: Your primary target upon your return should be the AT-PT Walkers as they'll almost be on top of the Rebel convoy.

Tip-Xtra



Look out for enemy bombers and attack them before the fighters, since they cause considerable damage to rebel installations

7: Once you've brought an AT-AT Walker down you can fly towards them firing your lasers to blow them into a million pieces.

9: If you've dealt with the AT-ST Walkers quickly enough you'll have time to blast the attacking Stormtroopers before you turn your attentions to the other approaching AT-AT Walker.

6: Stay reasonably close to the AT-AT Walkers as you circle them to avoid breaking the tow cable. Don't get too close though or you'll slam into the side or into its legs as it steps forward, after three passes the cable will automatically disconnect and it will go crashing to the floor.

8: Take out the two AT-ST Walkers first as they can inflict massive amounts of damage, you won't have any missiles though so you'll need to make long approaches blasting with your lasers.

10: Repeat the process you used to take down the first AT-AT Walker on the second one and you'll trigger off the final part of the defection.

“Take out the AT-ST walkers first as they inflict massive amounts of damage”



2: On the far side of the city you'll find Missile Turrets, there are three to take out on the hill side and you need to destroy them as quickly as possible or they'll finish the Y Wings quick.



3: In the second City you'll find there are a couple of Missile Turrets located on top of the buildings themselves, as before these should be a primary target.



4: When the Missile Turrets have gone sweep through the city taking out any Turbo Lasers in sight, there is a large Turbo Laser mounted in one of the towers so be sure to get this as it has a more rapid fire rate than the others.



5: After all the artillery emplacements have gone try to take out the Tie Interceptors, they're extremely fast though so you'll need to go after them with full throttle to come close to them.



5: Take out the Tie Bombers next or they'll make mince meat of the Rebel convoy, once they're gone you'll be home and dry except for a couple of Tie Interceptors.

Mission 6: The Jade Moon

APPROACH THE convoy in front of you and follow the canyon towards the Imperial base, there are four AT-PT Walkers to destroy before you reach the base which will allow the convoy to approach safely.

When you get to the base you'll find there are four Turbo Lasers to destroy, two on either side. Use the time before the convoy arrives to blast all the surrounding buildings, this will make enemies easier to distinguish later.

Once the convoy arrives fly back to the start and turn right into the white section on the radar which is a trench, this will protect you from any enemy missiles. When the canyon splits take the left route to find some advanced

shields under the building at the end, then return to the split and take the right route which will lead you to the Shield Generator.

After a couple of missiles the Shield Generator will explode, as soon as it does return to the base and quickly destroy the four AT-PT Walkers before turning your attentions to the Tie Bombers, once they're gone take out the remaining Tie Interceptors and you'll finish the level.

The Jade Moon

Mission 7: Imperial Construction Yards

HIT THE brakes at the start and let your wing men take the lead, they'll then destroy all the Imperial Radar Dishes, if you want to join in this part of the battle stick with them but be sure to blast the dishes from a distance. Halfway down the canyon you'll notice a split, you must take the left side here or you'll be detected.

There are four construction yards in total but to meet the mission objectives you only need to destroy the AT-AT base and the AT-ST base. The AT-AT base can be found by following the left wall of the canyon, take the left turn then dive low to avoid the AT-AT and Turbo Laser fire.

Blast the defences, once you're

past the AT-AT Walker it won't be able to turn around so ignore it. Destroy the three large buildings, they'll take plenty of hits so you'll need to make a couple of passes.

Turn around and follow the left wall out taking the next left turn and you'll come to the AT-ST construction yard, again approach low and fast, at the end destroy the defences before finally destroying the three large buildings to complete the level.

If you're going for the gold medal you'll also have to take out the base with the Shuttle Craft, under one of the bunkers you'll find an advanced bombs pick up.

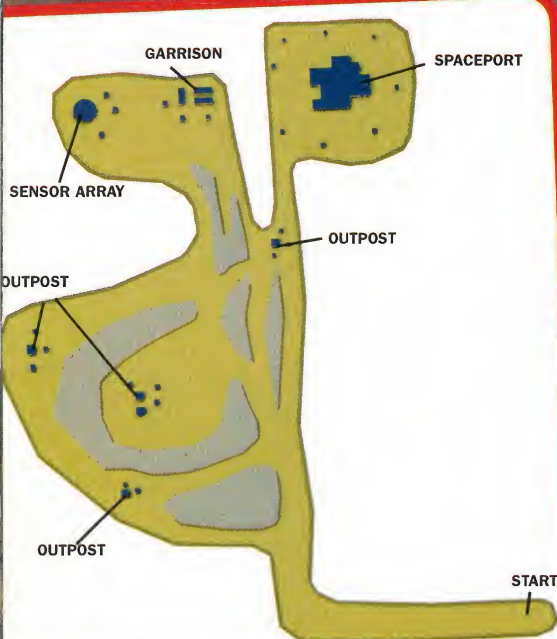
Mission 8: Assault on Kile II

THIS IS quite a tough mission made worse by the fact you've got to fly in a sluggish Y-Wing. Follow the canyon around to the right and take the right turn, while travelling between the various mission objectives travel at full speed to make life harder for those Tie Interceptors. Stay on the right past the mini base, through the narrow section of the canyon and you'll come to the Spaceport.

Circle around the outside of it staying low to avoid enemy fire, taking out all the surrounding Turbo Lasers and Missile Turrets, then destroy all the buildings. Use your Bombs to

speed up the process, the quicker you're out of there the better. Head out the way you came, back down the narrow section of canyon and turn hard right at the mini base you passed earlier. Turn right again and follow the next section of canyon (you may want to watch you radar here to make life easier). Drop down to a low altitude and take out the Turbo Lasers and Missile Turrets defending the Garrison, then sweep around and destroy the main buildings.

The Sensor Array is also here, again approach low and wipe out all the ground defences. If you have any bombs left use them now, if not you'll need to trust your lasers. Once the Sensor Array has been destroyed you'll finish the mission.



Assault on Kile II

Imperial Construction Yards

1: Blast the Imperial Radar Dishes from a distance or you'll be detected bringing your attack to an end.

2: Take out the guns before attempting your fly by attacks on the buildings or they'll blast you out of the skies.

3: If you're going for gold locate the construction yard with the Imperial Shuttle Craft on the platform, the advanced missiles can be found under one of the bunkers.

4: The Approach to the AT-AT Walker construction yard is filled with danger, approach fast and low to avoid enemy fire.

5: The primary targets to hit in the two target construction yards are three main buildings but take out the defences first.

I could've been a Jedi Master y'know, but I'm happier doing the cheats for N64 Pro!

Assault on Kile II



1: When you get to the mini base take out the Turbo Lasers as you'll need to return here later.



2: Sweep over the Spaceport blasting the buildings, then go low and circle around the outside.



3: Circle around the Spaceport at full speed taking out all the ground defences, going at full speed here will make it harder for the Tie Interceptors and Missile Turrets to target you.

Mission 9: Rescue on Kessel

START OFF by following the pointer on the radar, there are plenty of ground attacking units to tempt you away from the train but stay focused. Approach the train from behind but

don't blast it with your lasers, instead fire your Ion Cannons at it.

After you've hit three sections the train will start to slow down a little. When this happens attack a few

ground units to get your number of kills up before returning to the train and hitting any carriages you missed before with the Ion Cannon.

The carriages you missed have an electrical field buzzing around them. Once the train stops you'll have completed the mission.

Rescue on Kessel



1: Follow the radar pointer at the start to ascertain the location of the train, when you spot it pull along side and blast it with your Ion Cannons.



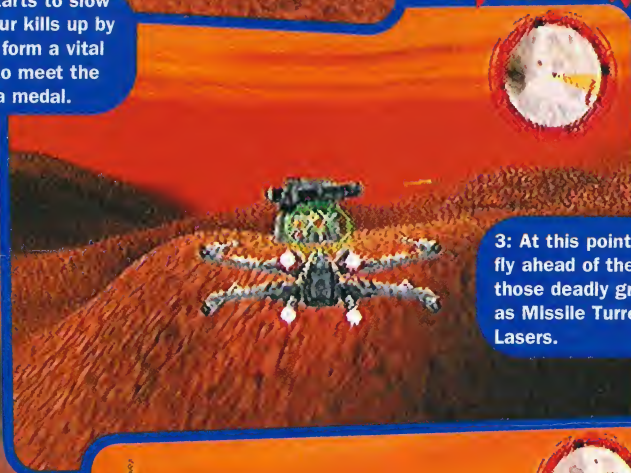
2: Once the train starts to slow down a little get your kills up by going hunting, kills form a vital part of every level to meet the criteria for getting a medal.

Tip-Xtra

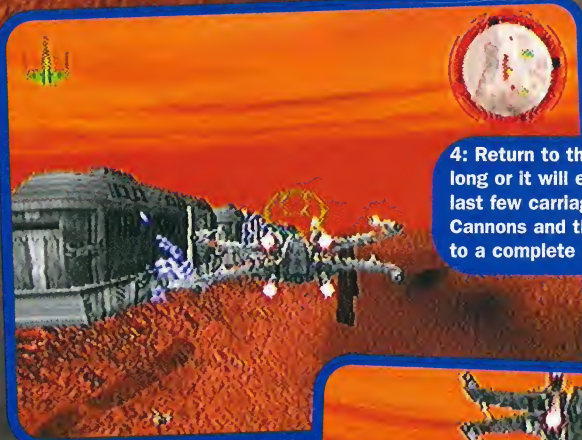


Use your radar screen to locate enemies. Aim for the orange wedge shape. If you lose a mission it's because you are in the wrong place at the wrong time

“Blast the last few carriages with your Ion Cannons and the train will come to a complete stop”



3: At this point it's a good idea to fly ahead of the train and take out those deadly ground defences such as Missile Turrets and Turbo Lasers.



4: Return to the train before too long or it will escape, blast the last few carriages with your Ion Cannons and the train will come to a complete stop.



4: The Garrison is easy to spot, destroy the four rectangular buildings and you'll meet the second objective, remember your first priority should be those pesky Missile Turrets.



5: The Sensor Array is located in the same area as the Garrison, approach low to avoid any unwanted collisions with missiles before levelling it to the ground to finish the level.

5: When the train stops you'll bring in Wedge's X Wing and the mission will be complete.



CHEATZONE Star Wars: Rogue Squad

Prisons of Kessel



1: Take out the four Turbo Lasers surrounding the prison to start with, it's vital to destroy these quickly or they'll destroy Madine's shuttle as soon as it lands.



2: When you get to the Shield Generator concentrate all your fire power on it, ignore everything else as you'll just waste time.



3: Once back at the first prison take out the TIE Fighters before they can inflict too much damage on the shuttle.



4: Follow the shuttle to the next prison, as soon as it's clear which one it's heading for accelerate in and take out the guarding Turbo Lasers.

Mission 10: Prisons of Kessel

USE YOUR brakes to stay behind Madine's shuttle until you can see the first prison base below you. Quickly dive down and open fire on the four surrounding Turbo Lasers, if you're quick you'll be able to take these out before they can squeeze a shot off.

Once they're gone you'll find that there is a shield preventing the

rescue, close up your S-Foils and speed towards the Shield Generator which will now be indicated on the radar. Once you get to the Shield Generator concentrate on destroying it, a couple of missiles should do it.

Ignore everything else here as it won't affect the rest of the mission, as soon as the shield is down speed

back to Madine's shuttle which will be indicated on the radar. Before Madine can attempt the rescue you'll have to destroy four TIE Fighters.

As soon as the last one has been destroyed the rescue will start, fly around the shuttle and destroy any TIE Interceptors which will try to attack the shuttle. When the rescue is complete follow the shuttle to the next prison and take out the three Turbo Lasers guarding it.

Again you'll have a few TIE Fighters

and Interceptors to deal with but this time there will be a couple of AT-ST Walkers to blast. On top of one of the mountains around this prison you'll find a Missile Turret and a Bunker, inside the Bunker you'll find an advanced missile pick up.

Repeat the process for the next two prisons and you'll complete the mission, just remember to clear the Turbo Lasers first, then the AT-ST Walkers and finally the TIE Fighters and Interceptors.

Battle Above Taloraan



1: Make long sweeping passes at the platforms to allow you to destroy the maximum number of tanks on each pass.



2: The tanks will only withstand a few hits each so you can afford to get in really close without worrying about crashing.



3: Once the first platform has been cleared follow the radar to your next target.



4: You'll now find you have a few TIE Fighters to deal with, don't be afraid to take a few of these out as you go.



6: The Imperial tanks tend to be hidden behind civilian ones so you'll need to get in close to avoid hitting the wrong ones.



7: Concentrate on the Turbo Lasers before you go for the tanks on the later platforms or they'll blast you out of the sky.



8: After you've finished the seventh platform you'll have a whole load of incoming TIE Fighters, hold your ground and they'll soon move out of your way.



9: The last platform can be found on the far side of the cloud city.





5: Keep your eyes peeled for those annoying AT-ST Walkers, it's vital to destroy them before they open fire on the shuttle as their powerful lasers will destroy it in no time.



5: After the second platform there are Turbo Lasers to contend with as well.



10: Dive into the centre of the city from above to collect the advanced lasers in the centre.

“Fly high above the city and nose-dive into the centre where you'll find an advanced laser pick-up”

Mission 11: Battle Above Taloraan

THIS MISSION requires you to destroy Imperial gas supplies, however, there is a catch, mixed amongst the Imperial gas tanks are civilian ones, if you destroy more than four of these your mission will come to an abrupt end. There are eight gas platforms in total to attack, all of which have various defences.

Each platform has two sets of tanks, one on the main platform and one on a smaller platform above. The Imperial tanks are marked with round symbols on the side where as the civilian ones have blue bands around the bottom.

Follow the radar to the first platform

and make long sweeping runs at it, this will allow you to pick off plenty of tanks each time you fly by the platform.

You'll find the first platform has no protection so you can afford to take your time and get used to your attack patterns. Once all the Imperial tanks have gone you'll see the location of the next platform.

When you get to the second platform you'll find that you have company in the form of Tie Fighters, feel free to take some of these out as well, this will allow you to get your number of kills up. The third and fourth platforms are located together,

as well as Tie Fighters you'll also have Turbo Lasers mounted on the main platforms. It's best to take these out first as they tend to blast civilian tanks as they follow you around.

They also will quickly bring down the large Rebel Transport escorting you. The fifth platform has guns hidden behind each of the tanks so take care on your passes. Again you'll find that the sixth and seventh platforms are together, after you've dealt with these you'll need to fly over a cloud city to reach the last platform.

Fly high above the city and nose dive into the centre where you'll find an advanced laser pick up, make sure you get it on the way past. It's then just a case of destroying the tanks on the last platform to finish the level.

Tip-Xtra



Remember to always use The Force, but if that fails, flick to the back page and use The Cheats instead!

Escape from Fest



1: The first thing to do is take out the two Turbo Lasers next to the Shield Generator.



2: Next take out the three Turbo Lasers along the escape route.



3: As soon as you get to the first AT-AT walker wrap the legs up while holding the accelerator to save time.



4: As soon as it goes down ignore all the Storm Troopers and head for the second AT-AT near the Shield Generator.



5: You'll need to approach the second AT-AT Walker from the front so fly low and at full speed to avoid the laser fire.



6: On the way to the third AT-AT take out any Tank Droids in front of you but don't waste time by turning around if you miss any.



7: Once all the AT-AT Walkers have been brought down return to the AT-PT Walkers and blast any surrounding Tank Droids.



8: Your next concern should be the approaching Tie Bombers, intercept them before they reach the convoy and they won't be able to do any damage.



9: Once the AT-PT Walkers are safe go for the Shield Generator.



10: It's then just a case of destroying the Research Facility to complete the mission.

Mission 12: Escape from Fest

THIS IS a hard mission but as long as you do everything in the right order and fly with full throttle you'll be able to make it.

At the start bank slightly right and take out the two Turbo Lasers protecting the Shield Generator (don't hit the generator itself yet), then fly hard left and follow the canyon. There are three more Turbo Lasers along the ridge to the right of the wall (don't shoot the wall either as that's your wing men's mission).

Now accelerate at full speed to the AT-AT Walker chasing the three AT-PT Walkers. Fire your tow cable and circle the AT-AT at full speed.

Once it's down fly straight for the Shield Generator. Next to it you'll now see another AT-AT Walker which you'll have caught a glimpse of earlier.

Tie it's legs up as quickly as possible and head back to the wall you left earlier (it will have been destroyed by now). Bank left when you get to what's left of it and accelerate to a third AT-AT Walker.

Again wrap the legs up as quickly as you possibly can, circling the AT-AT while accelerating quickly will save

you valuable seconds.

Once you've brought it down quickly turn around and head back to the AT-PT walkers, if you've done the three AT-AT Walkers quickly enough you'll find that all three are still intact.

These are the droids

You'll now notice that there is a large group of Tank Droids attempting to surround the AT-PT Walkers, show them no mercy and destroy them all. You'll then get a message saying there are incoming fighters.

Return to where the last AT-AT was and follow the canyon, this will allow you to blast the Tie Bombers out of the sky before they even get close. Escort the AT-PT Walkers all the way back to the Rebel ship and then head for the unprotected Shield Generator and destroy it.

Head to where the first AT-AT was and bank left, you'll then be able blast a bunker on the top of the hill side which will give you the bonus pick up. It's then just a matter of approaching the Research Facility low and fast in order to take out the defences before you blast the building itself.



Mission 13: Blockade on Chandrilla

AT THE start of this mission you'll be required to escort a supply train as it approaches the city of Chandrilla. There will be two types of Imperial ships attacking, Tie Interceptors and Tie Bombers.

Your main concern should be the Tie Bombers as they will decimate the train in very few passes. The Tie Interceptors will make quick passes and then speed off, don't be tempted to follow them or you'll find the train is all but gone by the time you get back to it.

Hang back a little way behind the train and wait for the Tie Bombers to pass below you, you'll then find they are relatively easy targets to pick off. You need to be careful though when using this tactic as it's all too easy to blast the train yourself.

Release my blockage

After a short while you'll get a message saying the city is under attack, at this point you know it's safe to leave the train unprotected. As you head towards the city you'll see a AT-ST Walker on the right, blast it and you'll be rewarded with some

advanced weapons.

The City will be under attack by some Tie Bombers, it's easy to take them down though as they are so slow. Your next mission will be to protect the Rebel evacuation, there are three shuttle craft which are under attack.

Speed towards the shuttles marked on the radar and use your missiles to destroy the six AT-ST Walkers. There are three AT-ST Walkers on either side of the shuttles so you'll need to work quickly. Approach them from low altitude and hit the brakes to slow yourself down, you'll then be able to destroy three on each pass.

If you take too long here you'll fail the mission so accuracy is vital. Once the transports take off a couple of Tie Interceptors will follow them, stay with the shuttles and you'll be able to defend them.

Once the shuttles are away return to the main part of the city and destroy the second attacking wave of Tie Bombers and Interceptors. This part of the mission can be taken at a slightly less frantic pace so take your time to ensure a good accuracy rating.



1: Hit the brakes at the start to put a bit of distance between yourself and the train.



2: Concentrate on the Tie Bombers and avoid the temptation to be drawn away by the Tie Interceptors.



3: Once you see the city under attack you'll know it's safe to leave the train to make it back to the city alone, close up your S-Foils and speed away.



4: Follow one bomber at a time and stay on their tail until they slam into the ground, this is a quick method of ensuring you get everybody.



5: After the last bomber you'll receive a message requesting you to protect the evacuation shuttles, check your radar and speed towards the AT-ST Walkers.



6: Use your missiles and you'll be able to destroy each AT-ST Walker with a single hit.



7: Hit the brakes as you approach each group of AT-ST Walkers and you'll be able to destroy all three on each pass.



8: After you've targeted the last AT-ST Walker stay with the shuttles to defend them from Tie Interceptors as they make their escape.



9: After you get the message about the second wave attack speed back to the city and concentrate on the Tie Bombers



10: Once all the bombers have gone it's just a case of mopping up the last couple of Tie Interceptors to finish the mission.

“Speed towards the shuttles marked on the radar and use your missiles on the six AT-ST Walkers”

Raid on Sullust

Mission 14: Raid on Sullust

THIS MISSION will require you to fly a Y Wing into the centre of a volcano to destroy an Imperial Capacitor. The main problem here is your lack of speed so you'll need to trust your flying skills to get you through in one piece. To avoid enemy missiles stay on the move all the time and avoid using the brakes or you'll be a sitting duck.

To start with this mission is a complete nightmare but the further you get into it the easier it becomes. Your primary concerns are the Turbo Lasers and Missile Turrets, don't worry about the Capacitor as it's shielded.

Dark helmets

Fly around the edge of the volcano blasting ground emplacements as soon as you see them, although you're suppose to save your bombs for the Transmitters it is much more efficient to use them to destroy the Imperial turrets. The quicker you can destroy all the ground defences the safer you'll be. Don't worry too much about the AT-ST Walkers for now as they aren't very good at hitting ships.

After a while of circling the volcano

you'll come across a landing pad, blast the bunkers here and you'll reveal a weapons power up.

Once all the ground defences have gone you'll be free to circle around again blasting the transmitters, they are the brown squares with the yellow lights.

Those of you who are feeling particularly foolhardy may wish to go straight for the Transmitters but it's very hard and you'll be faced with an almost constant bombardment.

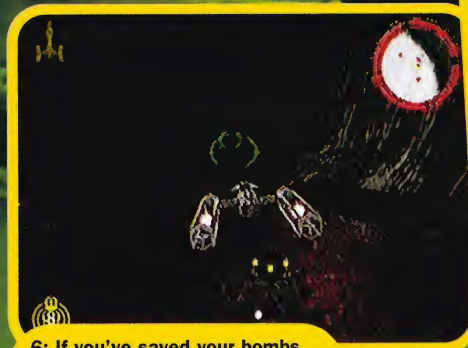
There will be plenty of Tie Interceptors flying around but it's not really worth going for them as they are too fast for your tired old Y Wing, instead put your trust in your strong shields and concentrate on the job in hand. Once all the Transmitters have gone head for middle Capacitor.

There will now be loads of Tie Interceptors buzzing around like angry bees so get the job done as quickly as possible. To destroy it concentrate your laser shots on the white sections in the centre of the Capacitor, once all of them have been destroyed the mission is over.

2: Keep firing on the Imperial ground defences, the more you destroy the easier the rest of the mission will become.



1: Go in low and fast to avoid being hit by those pesky missiles.



6: If you've saved your bombs you'll find they are a quick way of taking out the Transmitters.



7: Your bombs are better used of destroying ground defences quickly, but it will take you longer to complete the mission if you use them early.

Moff Seerdon's Revenge



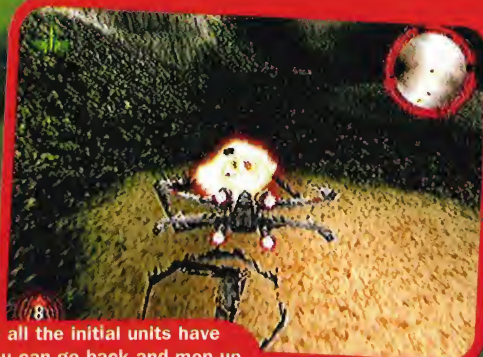
1: Target that first Missile Turret directly in front of you at the start.



2: There is no need to rush to take out the bunkers but if you're passing there is no harm blasting the odd one.



3: Take out the Turbo Lasers and Missile Turrets, you'll then find that the pressure drops off a little.



6: Once all the initial units have gone you can go back and mop up any less threatening attackers you missed before.



7: After the last few Tie Interceptors have been downed Moff Seerdon will appear on the horizon.



8: Make long sweeping passes at the shuttle to allow you to get a missile lock.

3: The AT-ST Walkers should be considered secondary targets, if you're feeling cocky go for them, if not stick to the bare essentials.

4: When you come to the landing pad protected by AT-ST Walkers blast the bunkers to reveal a hidden power up.

5: While travelling to your next target area feel free to fire on any units in your way, this will get your number of kills up.

8: Until you taken out all the Transmitters you won't be able to touch the Capacitor in the centre.

9: Once the shield is down fire on the white sections in the centre of the Capacitor to disable it.

10: After the last white tank has been destroyed the Capacitor will explode ending your mission, don't worry about getting out in time, you do this automatically.

4: Take out the Tie Bombers as soon as they appear on the scene.

5: Use your missiles on the first few AT-ST Walkers as they have strong shields, this will save you a lot of time.

Mission 15: Moff Seerdon's Revenge

MOFF SEERDON is leading an attack on Thyferra and it's up to you to save the Rebel medical supplies. In order to be successful here you must only target Imperial units but unfortunately they are mixed in amongst civilians. Avoid shooting any of the round tanks as they hold the vital Bacta supplies, you also need to avoid the civilian buildings which are light green.

Start off by blasting the attacking AT-ST Walkers, the Turbo Lasers and the Missile Turrets, use your missiles to take out the first few walkers but save three or four for the battle with Moff Seerdon.

Don't bother targeting the Imperial Bunkers yet as they aren't causing any trouble, only go for them when you've defeated all the attacking craft on each base (under one of them you'll find some advanced weapons). After you've destroyed the first few walkers you'll notice that there are Tie Bombers and Interceptors attacking as well. Concentrate on the Tie Bombers as they can blow the Bacta

containers with a couple of passes, do target the Tie Interceptors but avoid getting into long drawn out chases with them for now.

Kiss your base...

There are several bases to protect and there's no real order to protect them in so just fly casual, try to destroy all attackers on each base before moving on to the next one, once a base is safe you'll be able to locate the next one by keeping an eye on your radar.

Once all the supplies are safe Moff Seerdon's Imperial Shuttle will appear and you'll need to battle him, you'll be able to keep a constant fix on his location using your radar. Make long sweeps at Moff's shuttle and get a lock on with your missiles, then fire off a missile as you're about to pass.

While you're attempting to get a lock keep firing with your lasers to keep the pressure on. After three missile hits you'll bring his shuttle crashing to the ground and you'll complete your mission.

9: Keep firing those lasers while you're looking for a lock, every little helps.

10: After three good hits with the missiles you'll bring down the Imperial shuttle and victory will be yours.

CHEATZONE Star Wars: Rogue Squad

Mission 16: The Battle of Calamari

THIS IS a very hard mission, especially as the V Wing you're piloting for the first time is so fast and agile. To make things worse the Empire has developed a new type of Tie Interceptor which is unbelievably fast.

Start off by rising up to a high altitude and heading to the first point on the radar. As you get close to the first World Devastator you'll start to appreciate its size.

The Devastators are shielded so your first priority is to bring this down. Concentrate all your fire on the small ball mounted on a tripod on top of the Devastator, this will then explode and

the shield will come down. Next dive low and target the feet at the bottom of it, you'll need to blow two of these off to disable it.

As soon as you bring it down you'll get a message saying the city is under attack. Follow the indicator on the radar and enter into a dog fight with a group of Super Tie Interceptors.

They are very fast and agile so approach from a reasonable distance to give yourself more of a chance to track them. Use the C-Down button to flip your lasers to rapid fire mode, this will give you a greater chance of hitting the interceptors but you'll only

“Concentrate your fire on the small tripod, this will then explode and the shield will come down”

be able to fire in short bursts or your lasers will over heat.

If they do over heat they'll go off line so you'll have to wait a few seconds for them to cool down. Once the first city is safe you'll need to speed after the second Devastator, check your radar and accelerate away. Repeat the process and then go after a load more Tie Interceptors. Repeat the whole process for a third time and you'll complete the mission.

Tip-Xtra



In Speeder or V-Wings, use Right or Left air brakes to perform tight turns in either direction

The Battle of Calamari



1: The first thing to do is take out the two Turbo Lasers next to the Shield Generator.



2: Target the small ball on top to lower the shields.



3: Once you've downed the first World Devastator quickly make your way to the first city which is under attack from Super Tie Interceptors.



4: As soon as all the Interceptors have been destroyed accelerate towards the second Devastator.



5: Again you'll need to lower the shields before you can attempt to stop this monster.



6: Concentrate on the feet again but don't get too close or you'll slam into the sides.



7: Using your missiles you'll quickly be able to halt the World Devastators in their tracks.



8: After the second Devastator it's on to the second city.



9: Take out the Hydrofoils on the way to the third Devastator to get your kill ratio up.



10: Repeat the whole process a final time and you'll complete the mission.



The Death Star Trench Run

Secret Mission 1: Beggar's Canyon

TO ACCESS this secret mission you'll need to complete all the normal levels obtaining a rating of bronze on all of them. Essentially this is just a race, however, you'll find that the other contenders can be a little aggressive and will knock you into the canyon wall if they get a chance.

The first racer will take the first right, ignore this the first time you play. At the next split the second racer will bank left, again stay on the

main route. It's then just a case of racing to the end, stay low and stick to the insides of the bends. Halfway through a Sand Crawler will be blocking the path, fly over the top of this but avoid going too high or you'll fail the mission.

Once past the Sand Crawler, hold the accelerator down the whole way and don't release it until you fly over the spaceport. To progress up the medals try to race other routes next.

Beggar's Canyon



2: The different routes will award you different medals.



3: You'll find that the third racer stays with you for most of the way, give him a wide berth or he'll slam into the side of you.



4: Fly over the top of the Sand Crawler but avoid going too high or you'll fail the mission.



5: As soon as you can see the spaceport you know you're on the home straight.



1: Use the brakes to give yourself plenty of time to blast the Turbo Lasers.

2: Your missiles make short work of the towers but you'll need at least one for the exhaust port.



4: Once Solo has cleared the last of the Tie Fighters you just have a few more Turbo Lasers to deal with.



5: Unlike the film your missile lock will hit the port.

Secret Mission 2: The Death Star Trench Run

THE SECOND secret mission will require you to complete all the missions obtaining a rating of at least silver for each one. You'll now find that you have to fly down the Death Star's trench systems, blasting Turbo Lasers and Tie Fighters and evading enemy fire.

There is only one route to take so just follow the trench, don't fly too high though or you'll leave the trench and your mission will come to an end.

Take out as many towers as you can and avoid crashing into the sides or towers. You'll also have Tie Fighters to contend with, these are difficult to hit so concentrate on the Turbo Lasers and towers.

As you approach the end the Millennium Falcon will appear and blast any following fighters, this will leave you a clear run on the exhaust port. When you get close carefully aim a missile and you'll complete the mission.

CHEAT ZONE

Secret Mission 3: Battle of Hoth

THIS IS possibly the best mission in the whole game but you'll need to achieve Gold Medals on every level if you want to open it. At the start fly

past the Rebel transports where you'll find a whole load of Imperial Probe Droids waiting for you.

Hit the brakes as you approach and

you'll be able to blast them all in a single swoop, your wing men will help you out here. Once all the droids have gone you'll see that a speeder has gone down, accelerate towards the point indicated on the radar.

Hit the brakes as you get close to the three AT-ST Walkers and open fire. Blast the one nearest to the downed speeder first, then hit the other two.

This will trigger the attack on the Rebel base, you're against the clock now so you need to work fast.

Your first job is to tie up the legs of the two AT-AT Walkers, then fly over the mountain range and you'll see a third AT-AT in a narrow gully. Bring this one down and you'll be halfway there. Next attack the AT-ST Walkers and the ground troops to finish off the mission.

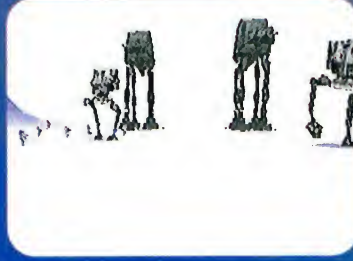
Battle of Hoth



1: Speed past the rebel base and blast the group of Imperial Probe Droids.



2: Your next task is to take out the three AT-ST Walkers as they attack a downed speeder.



3: Once all three AT-ST Walkers are gone the main Imperial assault will start.



4: Quickly wrap the legs up of the single AT-AT.



5: As soon as the first AT-AT is down take out the forward AT-ST.



6: Once an AT-AT is down swing around to blast it into a million pieces.



7: The Shield Generator is the Imperials main target, defend it at all costs.



8: Take out the last AT-AT and mop up any remaining troops to finish the mission.

Cheats

At the password screen entering the following codes, in each case R2D2 will confirm the password has been entered correctly.

Unlimited Lives: IGIVEUP
Level Select: DEADDACK
Different Radar: RADAR
Weak Shields: ACE
All Power-Ups: TOUGHGUY
Fly Car: KOELSCH

Fly Millennium Falcon: FARMBOY

Fly Tie Interceptor: TIEDUP
(highlight the Falcon for three seconds, then press up on the Analogue Stick)



Try the Tie Interceptor, it's fast but has weak shields.

Control AT-ST: CHICKEN
(Hold Z to swivel head and aim)



Get behind the controls of an AT-ST and get a new mission.

Different Face for Luke: . . HARDROCK
(Allow demo to start, then press A)

View Team: BLAMEUS

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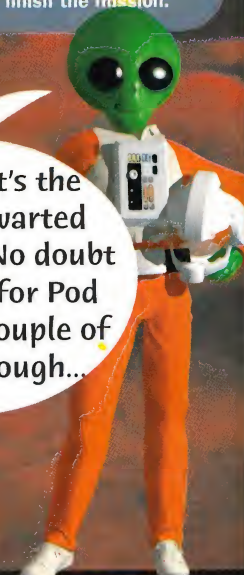
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Right, that's the Empire thwarted once more. No doubt I'll be back for Pod Racer in a couple of months though...



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Virtual Pool 64

Let's see that again!



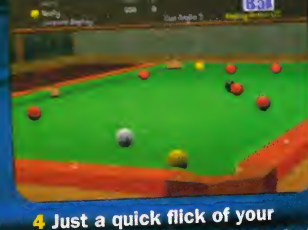
1 Virtual Pool 64 has a rather smart replay feature...



2 You're able to see each shot from any angle...



3 ...and view it at whatever speed you choose



4 Just a quick flick of your D-pad will replay your last shot



“This looks slicker than a baby seal in a bath of Brylcreem”

manner of statistics, such as player ratings, ball making averages and loads of other stuff so that you don't have to.

just a pool game, so I wasn't expecting explosions, or anything.

Hurricane pain

If only the game had more atmosphere, a few characters perhaps (Alex Higgins threatening the opposition, or Dennis Taylor with those ludicrous spectacles), or better sound effects other than the polite ripple of applause from the crowd and the quite frankly awful midi music, it might go some way towards brightening things up. A leaf out of the Archer McLean school of



pool game programming wouldn't have gone amiss here.

Bar-bedroom

That said though, Virtual Pool is still a highly playable Pool sim that does exactly what it says on the tin. It's a faithful recreation of the mechanics of pool, in your own home, which

is to say though that visually there's very little cause for complaint, the graphics are clear and sharp, the physics are such that the balls look and behave as you would expect them to and everything looks slicker than a seal in a bath of Brylcreem. The computer keeps track of all

Screwball

If there's a but, and unfortunately there is, it's that for all its impressive physics models and it's undoubtedly impressive technical prowess, the game fails to really blow you away. I know, I know it's

Load of old balls

Virtual Pool 64 lets you play a mind boggling number of pool variations, some of which you won't even have heard of let alone played



10 Ball Pool with err... 10 balls and a point scoring system



Quite enjoyed this one, a very tactical affair with a trio of balls



Yet another point scoring variant using just half a dozen balls



Balls to this, lets get back to good old eight ball shall we?



Score with bank shots, ie by doubling shots into the pockets



Extremely tricky, requiring you to pot all balls into one pocket



Far too complicated for my little old brain to comprehend this one

It's Got...

83%

1
pts



5 Such as this finely taken yellow to the corner pocket



6 This one wipes it's feet before finally sinking



7 Although, my positioning could use a little work

Mark's as square as they come so it's straight pool for him

means you won't a) get hustled by a pool shark, b) need a pocketful of 50ps, or c) be able to rip the table no matter how bad you are. Believe me, I've tried.

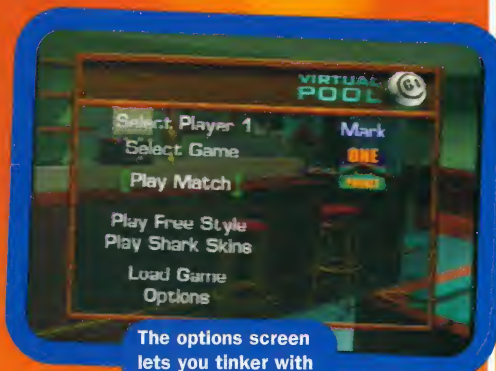
As for the atmosphere, well you'll just have to close your eyes and imagine the stale smell of cigs and ale stained beige, the sight of your beer belled opposition and the sound of the rowdy punch-ups over who's next on the table and you'll be there. Well, virtually.



Hurrah! Good old fashioned pool complete with English pub rules



Yet another point variant. Nothing to do with your sexual preferences



The options screen lets you tinker with the game setup to your hearts content

Tip-Xtra



To begin with you might want to use the onscreen angle indicator (L Button) to help you judge your shots. Once you've got the hang of it though it's better to turn them off. No cheating now!

PUBLISHER Interplay • CONTACT 01628 423 666 • RELEASE Date 1st Quarter • MAX. Players 2 • Price £40 • SAVES TO CART

Why...

VIRTUAL POOL is a technically impressive, highly playable, pool sim, with a superb control system that's brimming with options and enough challenge and variation to satisfy even the pottiest of pool fans. It's all a bit serious at times though, playing more like Stephen Hendry than Jimmy White, but if you can overlook this then, I'd say 'balls to it' and go out and pocket yourself a copy. **NOELY**

Breakdown...

GRAPHICS Can't really fault it visually, it looks like a real pool table. Well, virtually **8/10**

SOUND Ooh, my ears are hurting. Can we turn the sound off? Aah, yes much better **4/10**

GAMEPLAY Plays a damn fine game of pool, even if it's a little serious at times **9/10**

LASTABILITY Enough pool variants to keep even the pottiest pool fans happy for ages **8/10**

Why not try...

Mario Party
A board game that's superb fun in multi player mode. Get the beers in and party till you drop. Party on!



Other Views...



LEWIS Sinkin' yer balls in yer pockets won't grip everyone, but this is a perfect sim, that will both bore and delight



MARK The best pool game ever! Just as good as the real thing without the constant bickering over the rules. Top!



STEVE It's alright, but you may as well just go down the boozer. If you're not old enough, then just get a fake ID

READER REVIEW The best pool game on the N64, naturally. Roll on Virtual Snooker 64, please!
- G Bainbridge, Skegness

Silicon Valley Guide - Part 2



Feeling sheepish cos you you're frozen out of the ice worlds? Well, fear not, my faithful flock, for I, Tip-X, shall lead you to the promised land of the end sequence...

Ice

Snow Joke

- ◆ Find the switch to turn on the snow blower
- ◆ Find and hit the big computer switch
- ◆ Find, kill and become a Husky
- You start at point 1. Become the penguin. There's a husky at point 2, so if you stand near the edge you can snowball him into submission and become him



Ice 'N' Easy Does It

- Drop down into the big fan. The snow blower switch is at point 3 - hit it.
- Jump out the fan bit, and head up to point 4, where you'll find the big computer thingy. Hit the switch there.
- Before you go, go around and collect all the bonus balls. The souvenir is already there, but you need to throw the switch at point 5 to get it. Once you've pressed that switch and the lights have gone out, a platform will appear at point 6. If you step on this, it will carry you up to a position where you can jump down to get the souvenir.
- The big computer switch is at point 7. Throw it to complete the last of your missions.
- To make the jumps across the fan bit easier, find the rabbit. He'll be somewhere near point 6. Kill and become him then get over to point 8. Use the floating stepping stones to reach the teleporter and complete the level.

◆ Collect the three heads

- You start at point 1 as the husky. You won't get very far like that as the jumps are too high,, so kill one of the nearby rabbits and become him.
- Once you are a rabbit, jump up the ice platforms at point 2 and go through the gap in the wall at point 3. Ignore the walruses and go straight to point 4.
- Use the rabbit's thump attack to free the Heli-rabbit. Use the Heli-rabbit to kill the walruses and



Snow Joke





collect the souvenir. Then go back through the gap at point 3 and collect the heads at points 5 and 6

- Now is a good time to go back and get any missed bonus balls – remember to check high ledges and small, tight corners.
- Go back to the walruses. Become a walrus.

- Use the ramp at point 7 to reach the head at point 8
- Go back to the teleporter to complete the level.

the other side. Jump down and use the umbrella to land safely.

- Jump on the lift to be taken up to point 4, where the husky will attack you. Guide him down towards the polar bear at point 5. The polar bear should kill the husky. Become it.

- Skate around to point 6 and use the speed boost to get over the gap. Skate across the icy bridge to point 7. Kill and become the seagull.
- Now is a good time to go and collect the souvenir and any missed bonus balls.
- Fly to point 8. In order to activate the machine, all four switches must be pressed at once. Better find some things to drop on those switches – there should be enough dead penguins around for that.
- Fly onto the teleporter to finish

Penguin Playpen

- ◆ Find and kill the seagull
- ◆ Activate the machine to melt the ice statue
- You start as a penguin at point 1. Swim around to point 2 and become the walrus.
- Push the block that is floating in the water into point 3. Return to and become the penguin
- Kill all the fish in the water to make the souvenir appear
 - Swim back to point 1. Jump on to the block and across to



Penguin Playpen

CHEAT ZONE

Silicon Valley - Part 2



Pinball Blizzard

Pinball Blizzard

- ◆ Collect the big silver notes
- ◆ Follow the sequence on the piano correctly

- You start at point 1 as the husky. Ski around to point 2 and kill the penguins and their king.
- Kill a polar bear at point 3 and become it. Jump on to the far end of the track at point 4 and become a snow ball to smash the blocks of ice containing the bonus balls. There are more bonus balls hidden in the snow balls at point 3 - shoot them with the husky's rockets.
- Return to point 2 and become the king penguin. Using his boost-jump, grab all three notes at points 5, 6 and 7. Before you go to the keyboard, you should also visit each of the penguins at 8, 9, 10, 11 and inside the keyboard room at 12 and 13.
- Copy what the computer plays on the keyboard to complete the last mission. Once you have done this, press record on the recorder and play the sequence of notes given to you by the penguins, then use the King Penguin to reach the souvenir.
- Boost-jump from platform to



platform in the keyboard room to reach the transporter and complete the level.

Hoppa Choppa

- ◆ Kill the Huskies
- ◆ Destroy the weapons sites

- You start at point 1 as the penguin. Climb to point 2 and use the umbrella to float across to point 3
- Now you have to make you way through the level, avoiding the huskies until you reach point 4. When you do, go into the cavern and press the switch to activate the guns.
- Being careful to avoid the bullets and rockets, go outside and take over one of the Heli-rabbits..
- Use the Heli-rabbit to destroy the weapon sites and kill the huskies.

- Go back to point 6 and press the switch
- To get the souvenir, use the Heli-rabbit to kill the rabbits.
- Fly into the teleporter to finish the level



Hoppa Choppa





Something's Fishy

- ◆ **Free all four fish**
- ◆ **Hit the switch to open the big doors**

- You start at point 1 as the cool cod
- Swim round to point 2. Look inside the igloo. You'll find a key. You'll see a fish in a cage, with a switch on the side of the cage. Activate the switch to free the fish. Do the same at points 3, 4, and 5.
- Near point 5, you should find a tap in the ground. Touch it, and the water level will drop.
- Travel to point 6. Near here, you should find a treasure chest containing four bonus balls. If you got the key earlier, you can open. Now locate the switch that

releases a mine. Press the switch, then guide the mine into the walrus when he goes past. Repeat this until the walrus is killed. Become the Walrus.

- Take the Walrus to point 7 and you'll be granted access to the Walrus's area. Climb up to point 8, killing the polar bear on the way, and press the switch to open the doors to the teleporter
- Return to where you left the fish and become the fish again
- Return to the tap at point 5 and press it again to raise the water level back up.
- Go back to point 3 and then through to the teleporter.

Something's Fishy



How's it going folks?
We're nearly there
now! One last big
push and we're done!

CHEAT ZONE

Silicon Valley - Part 2



In the jungle, the mighty jungle, the tips alien cheats tonight. Awooo!



Jungle

Jungle Japes

- ◆ Find and press the switch to start the air pump
- ◆ Kill all the piranhas
- You start the level at point 1 as the tortoise tank. Before going up the ramp, you should look around for

the bonus balls hidden at the bottom of the ridge.

- Climb the ramp and cross the bridge to point 2 and become an elephant
- Use the elephant's lift to move the smaller boulders. Take them down to the small craters at point 3. Push the larger boulder down the ramp and into a crater. Once all three craters have a boulder in them, the souvenir should appear.
- Go back to point 2 and retrieve the tortoise tank. Use it to kill and become a hyena.
- Use the hyena to jump to the air pump switch at point 3. Don't touch the red hot metal around it!

Jungle Doldrums

- ◆ Switch on the log ride
- ◆ Stop the parrot squawking
- You start at point 1 with the hyena. Jump down and use the laugh attack to kill the hippo. Become the hippo.
- Walk into the water and press the switch at point two. The log ride will now

be working. Become the hyena again.

- Use the hyena to jump across the logs and reach point 3. Jump on to the back of one of the elephants to get up on to the slop and carry on to point 4.
- Enter the caves and make your way through to the other end. Watch out for the two plungers and the lava balls.
- Once outside, throw the switch at point 5. Now, go to point 6 and (watching for shots from the tortoise tank) look for where the rain bounces off an invisible bridge. Use the rain to follow the bridge. Be careful because it doesn't go straight across!
- Once across, you need to kill the parrot. Wait for it to dive, move out of the way, then use the laugh attack. Repeat this until the parrot is dead. Become the parrot to complete the mission.



Jungle Japes



Jungle Doldrums



Swamp of Eternal Stench

● Using the parrot, you can now fly through the level and pick up any missed bonus balls, as well as the souvenir at point 6. It's hidden on a high-up branch. Then fly to the teleporter at 7 to complete the level.

Swamp of Eternal Stench

- ◆ *Escape from the swamp and kill and become a hyena*
- ◆ *Find, kill and become a gorilla*
- ◆ *Fix the death slide*

- You start at point 1 as the tortoise car. Move carefully through the swamp, edging your way along until you begin to dip forward.
- Once you reach the shore, use the shell attack to kill a hyena, then become the hyena.
- Use the hyena to jump up to point 2. Make your way round to point 3. Kill and become a gorilla.
- Go to point 4. Do the same as you did at the start of the level to reach point 5. Climb the vine at point 6 and swing across to the higher ground.
- Climb the vine at point 7 and swing

to the next. Swing from vine until you reach point 8. Climb the wiggly rope (it's the broken death slide) at point 9 to complete your final mission. Wait, and the death slide will travel to its first stop. Wait there. When it reaches its second, jump off and step into the teleporter to complete the level.

Weight For It!

- ◆ *Activate the switch that is linked to the stepping stones*
- ◆ *Catch, kill and become a piranha*
- ◆ *Get the elephant out of the tree*

- You start at point 1 as the lion. Use the lion to kill a gorilla, then become the gorilla.
- You can now get the souvenir to appear. Use the rocks littered around the level and throw them through the red rings near them. The souvenir should then appear at point 2.
- Go to point 2. Take one of the metal blocks to point 3 (inside the tree trunk) and put it on the metal plate. Return to point 2, and get the other metal block. Place this on the metal plate at point 4.
- From point 4, jump out and swing on the vine. Swing across to point 3 (On the top of the tree trunk). Now

swing across the vines towards point 5. Throw the switch to complete the first mission. Go back to point 3 (on top of the tree trunk).

- Pick up the metal block and (still carrying the block) jump across from stepping stone to stepping stone to reach point 5. Drop the block, then jump on top of it to get up to point 6.
- Walk up to the edge of the jetty at point 6. Watch the piranha swim around - when he comes over the platform you can see down in the water, press the switch. The piranha will die in the open air. When he does, press the switch to put him back in the water. Become the piranha to complete the second mission.
- As the piranha, swim around to point 7 and jump over the door. Press the switch, then return to and become the gorilla.
- Go back to point 6 and cross the now-extended bridge. Go around to point 8 and kill the unsuspecting parrot. Become the parrot.
- Fly over to point 9 and become the elephant to complete the last mission.
- Pick up any remaining bonus balls and return to point 1 (under the water this time) to reach the teleporter and complete the level



Weight For It!



CHEAT ZONE

Silicon Valley - Part 2

Jungle Jumps

- ◆ Kill all the hyenas
- ◆ Kill all the gorillas
- ◆ Find all the keys.

- You start at point 1 as the tortoise car. Enter the cave in front of you and collect the gorilla key, then move round to point 2 and kill the chameleon.
- Go inside the cave at point 2 and use the chameleon's stealth action to sneak up on the hyenas, and the tongue attack to kill them and

complete the first of your missions.

- Become the hyena and go to point 3. Ignore the elephant, but make sure to jump through the rings by speed boosting up the ramps. Make your way across to point 4. Keep on going round to point 5.
- At point 5, face towards the ramped edge. Avoiding the tree trunk, get as much of a speed boost as possible before hitting the ramp.
- At point 6, jump up to the top with

the ramped edge of the bottom half of the gorillas' hill, and kill the gorillas with your rockets to complete the second mission.

- With the gorilla, drop down and move round to point 7. Jump on to the blocks, then on to the tree. Climb up and cross the rope bridge to point 8.
- At point 8, pick up the second key.



Desert

Hot Cross Buns

- ◆ Change all the noughts to crosses
- ◆ Kill all the spinning foxes
- ◆ Blow up all the speakers

- You start at point 1 as the camel. Use your cannon to blow up the speaker at point 10 and kill the three foxes and the vulture. Become the vulture.
- Grab the bonus balls in the first area, then pick up the camel. Drop him at point 2, then go back and hit the switch at point 3 and blow up the speaker at point 11. Go back to point 1 and get a desert fox. Drop him at point 2 as well.
- Become the camel and kill the scorpions at point 4. Make sure you get them all, and that you lead

Jungle Jumps



Baaa!!
Baaa!!
Etc.



Shifting Sand Map A

t

them out of their caves first, also destroy the speaker at point 12. Become a scorpion.

- Enter the scorpion's tunnels. There are some bonus balls in here, as well as another switch. Press it and return to the vulture. Use the vulture to lift the camel up to point 5. Become him and kill the scorpion there.
- Become the vulture again. Collect the silver scorpions around the whirlpool at point 6. One by one, drop all the dead scorpions in and collect the silver skeletons thrown out. You should get the souvenir.
- Pick up the desert fox and fly up to point 7. Become the fox and leave the vulture on the switch. Pick up any remaining bonus balls, then jump across the three switch-platforms at point 8. Ensure that the noughts on each turn to crosses.
- Jump across to the island at point 9. Blow up the final speaker at

point 13. Pick up the bonus balls there and step into the teleporter to complete the level.

Shifting Sand

- ◆ *Become a kangaroo*
- ◆ *Become a vulture*

- You start as the desert fox at point 1. Before you do anything else, get the floating bonus ball at the top of the nearby ramp.
- Jump across the stepping stones to get to point 2. Jump on to the crate, but be sure to jump off at point 3 to get the bonus ball.
- Jump into the water and when you land at point 4, get out off the water as soon as possible. Replenish your energy with the power-ups.

● You need to raise the stepping stones at points 5 and 6, so get round to point 7 and stand on the top of the column. You now need to move the sand to get to the column at 8, so head over to the wind tent at point 9. At this point you should use map B

- Now would be a good time to get the souvenir. Go to the clearing at point 10. Look for a tiny gust of wind whipping dust into a mini-whirlwind. Step on it. Now look for another. Repeat this until you get the souvenir.
- Now go to point 8. You should now be able to get on top of the column and raise the other stepping stone. But you'll need to move the sand again before you can get across all the stepping stones, so go back to wind tent at point 9. At this point you should swap back to map A again
- Jump across to point 11 and kill a kangaroo. Be sure to stand up at point 12 before you become the kangaroo.
- As the kangaroo, go back down to the wind tent at point 9.

Now use map B again

- Go back to the desert fox, who should now be able to get through the hole at point 13 and to the vulture at point 14. Chase, kill and become the vulture. Now, collect any bonus balls you haven't collected already (remembering some may be obscured by sand) and then pick up the desert fox and take him to point 15.
- Put the fox down and become him. Step into the teleporter to complete the level.

Hot Cross Buns



Shifting Sand Map B



CHEATZONE

Silicon Valley - Part 2

Borassic Park

- ◆ Find all 4 archaeological discoveries
- ◆ Find and kill a kangaroo

- You start as the armed desert fox at point 1. There are discoveries to be made directly in front of you and at point 2 and 3. After those, head on over to point 4. Avoid the boulders and leave the bonus ball for later.
- Watch out for the dinosaurs at point 5, and head round to point 7 to find the kangaroo. Kill and become him.
- Go to point 12 to get the last discovery. While you're there, punch out the skull's teeth to get the souvenir. Now hop on over to 8.
- From there, jump across to point 9. Watch the wind above you. It's going against you, so you need to

wait for a break before you jump across. At points 10 and 11, you need to jump with the wind.

- After those three jumps, hop down to point 13 to kill and become a vulture. Fly over to the teleporter, using the higher ground at point 8 to get higher, to complete the level.



Whirlwind Tour



Whirlwind Tour

- ◆ Become a desert fox
- ◆ Become a kangaroo
- ◆ Become a vulture

- You start at point 1 with the camel with a gun. Weave through the whirlwinds to point 2. From there, go up the ramp and along to point 3. Be sure to kill the scorpion.
- Go up the ramp. Wait for a break in the wind before moving forward. Repeat this for each of the jets of wind as you cross over to point 4. Use the whirlwind at point 4 to get up to the bridge and cross over to point 5.
- Go along to point 6, being sure to kill the scorpions as you go. From there, go up the ramp and round to point 7, killing the scorpion on the way (this should cause the souvenir to appear).

- At point 7, use your gun to kill the foxes and become one. Use the crates at point 8 as stepping stones to cross the water. Go to point 10 and, making sure you're at the top of the hill, kill then become the kangaroo.
- Going back across the stepping stones, take the kangaroo back to point 7. Get up to the top of that mountain to find two vultures. Kill and become one.
- Fly back to point 10. The teleporter is at point 16, but you'll need to fly form points 11, 12, 13, 14 then 15 to get the height. Fly to the teleporter to complete the level.





Sting in the Tail

- ◆ Become a kangaroo
- ◆ Become a vulture

- You start at point 1 as the desert fox. Before you do anything, kill the nearby scorpions. Getting all the scorpions on the level will release the souvenir. Once that is done, go to point 2...
- From point 2, follow the path round to point 3. Again, kill all the scorpions. Carry on to the bridge at point 4.
- After crossing the bridge, jump down to point 5 to kill the last two scorpions. Jump up on the stepping stones and get up to the top of the nearby mountain. Kill the kangaroos and become one.
- Using the kangaroo, bounce back to point 6 and use the stepping stones to reach the vultures at point 7. Become one of them, and use him to grab any of the remaining bonus balls – there's two hidden beneath the bridge at point 4.
- Fly back to the fox and pick him up. Fly to the exit at point 8 and get the souvenir. Drop him and become him. Step into the teleporter to complete the level.

Bonus Level Walkthrough

Give a Dog a Bonus

Use the flying dog to fly through all the hoops. Once done a squadron of dogs will chase you. Shot down 4 of them then a squadron of flying foxes will give chase. At this point the battery charger will come on line (The trench with the flashing red lights).

Going through this will top up your health. Kill as many flying animals as you can, eventually another 3 flying dogs will appear. With a few more kills Evo's torso will appear. Collect this and the level will end.

Walrace 64

Race the two AI walruses over three laps. The player must win to receive a trophy (evo's head). There are four boxes that can be collected that contain 10 seconds time bonuses. They are essential to set a fast time (not needed to collect the head though)

Evo's Escape

Use the camera-gun to shoot as many of the animals as possible, you need to score 12,000 points before you get the final showdown with Evo. If you do not score 12,000 points then you must play the level again.

There are crates round the level which contain weapon power-ups, shoot and destroy these to get the weapons they contain for a short period of time. If Evo is beaten then the souvenir (Evo's legs) will appear on the teleporter and Evo will automatically pick it up on his way to the exit teleporter.

Punch-up Pyramid

Knock out each animal 3 times to defeat them. There are 3 animals in total, a camel, a gun camel then a boxing kangaroo. Once they are all defeated Evos arms will appear. Get them to end the level.

Big Celebration Parade

BIG CELEBRATION PARADE

This level becomes available when the four body parts are collected. The larger the number of bonus balls collected, the better evo's body is.

0-200 = crap evo (slow, weak laser, rusty look)

200-389 = okay evo (faster, better laser, silver outfit)

All of 'em = mega-evo (mega-fast, mega-powerful, gold outfit)

Walk through the corridor with the doors and kill the brain with evo's laser eyes before earth is shrunk. After that, the spaceship will crash and the animals escape. Kill all the animals before time runs out. Destroying a plane or car will result in a five second penalty.



Sting in the Tail



Right. That's it. I'm off back to the farmhouse with Flossy here...



CHEAT ZONE










Need a helping hand with Glover?
Look no further!

Glover - Tip-▶

Let your pinkies do the walking and you'll be through Glover in no time with my handy guide. If you're stuck, then pull your finger out and get ready to bounce that ball all the way to the finish line!



GLOVER KEY

-  Start of level
-  End of level
-  Star Switch
-  Rubber Switch
-  Transform to Rubber Ball
-  Transform to Ball Bearing
-  Transform to Bowling Ball

Practice Course

IN the hub you will find a well very close to where you begin the game. By jumping inside the well, you will find the practice course. Follow Mr. Tip's instructions, and you will learn the moves needed to get you started on the game.

Hub

THE hub contains the six portals to other worlds in the Crystal Kingdom. Once a ball from a world has been returned, a portal will open, giving access to a new world, and another ball to be saved. Beneath the central hub castle, a cave contains the now solid Wizard, and a fountain where the seven crystals may be returned. By returning all the crystals, you will also replenish the lost magical energy of the hub, returning it to its former peaceful state.

The first task is to collect the first ball and return it to the cave to open the first world - Atlantis. At the beginning of the game, read the obligatory Mr. Tip message, and then spin the camera round using the C buttons or hold down B to locate the ball. Take this ball to the cave entrance beneath the castle (just next to where you start the game), and the

wizard will transform it into a crystal, which opens the first world portal.

Exit the cave, and head directly away from the cave entrance towards the Atlantis portal. You can also locate the next open portal by holding down [B]. Enter the portal, and you will find yourself in the Atlantis wayroom.

Wayrooms

FROM here you can see the five entrances to the levels within the individual worlds. Initially, only the first entrance will be open, but these can all be opened by completing the levels within the world all the way to the world's boss.

The entrance with a '?' sign above the door is a secret bonus level, that can only be unlocked by collecting every single garib on that world. Again you can press B and Glover will point to the entrance that you need to enter next.





K's Handy Guide

Atlantis

Level 1

YOU initially start at an exposed beach at one end of the level. Run directly ahead to the beach where you will find a ball. Roll the ball up the beach, avoiding 'General Wu' by quickly going past him. Throw the ball onto the floating platforms and jump on afterwards to cross the pool, or roll the ball into the water and cross it by running on top of the ball.

After the pool, fist slam 'Mallet', and then bounce the ball up the stairs, or roll ball up the slope on either side.

Hit the checkpoint by bouncing or throwing the ball through the glowing checkpoint hoop. The last pool can be crossed in the same way as before, but this time there are two dangerous fish to avoid.

After the pool you will find a large glove switch, use the fist-slam to activate this and open the end door. Finally, roll the ball up the ramp on the right hand side, and then throw the ball onto the top ledge. Enter the doorway, and exit the level.

Secrets

IMMEDIATELY ignore the ball that is on your left on the beach and head directly ahead along the edge of the water, until you reach the cliff on the other side. Follow the cliff around to the left, and you will find a hidden extra-life.

Fist slamming or slapping the bowling ball at the cracked stone blocks at the center of the level will reveal hidden garibs.

Just before the last pool on the left, is a cracked column. This can be knocked over by jumping up and pushing

towards the column from the edge of the pool. Inside, you will find an extra life, and more garibs.

At the very end of the level, it is possible to double-jump up to the plinth above the exit door. Here you will find an extra life.



ATLANTIS LEVEL 1



Level 2

AT the very beginning of the level you will find a pool of water. Destroy the block that holds the water in place (by fist slamming or slapping the bowling ball), and it will drain into the lower pool, freeing the platform that gives access to the top of the wall at the beginning.

Roll the ball into the water, and Glover will automatically ride on top of it. As the platform moves down below the water, walk the ball over it and wait for the platform to rise. At the top, simply walk the ball off the platform, and then press Z to jump off.

Run up the ramp onto the roof, and

collect the garibs that are up there. Then return to ramp where you left the ball. Kill the Dibbers on the left by fist slamming them, and then jump over the wall on the right hand side to collect some garibs. Hit the checkpoint at the end, and roll down onto the tiles.

Here, two 'Mallets' run back and forth patrolling the walkway. Fist-slam the Mallets and collect the garibs. Kill a third Mallet while climbing the slope, and roll the ball into the pool of water on the other side. Jump off the ball, and walk through the pool and up the steps on the other side.

Hit the fist-switch to drain the water, and then roll the ball over the ball switch in the now empty pool to open the exit door. Bounce the ball up the stairs and hit the checkpoint. (This obstacle can also be completed by changing the ball state so it sinks in water).

In front of you is a sliding, heavy metal wall that needs to

be pushed over to the exit door so you can roll the ball into it. However, Glover is too weak to do this. Run down to the blue cliff edge on the left, and collect the spinning 'Hercules' power-up. Then push the metal wall to the right as far as it will go. Collect the garibs from the wall, and then roll the ball into the exit door.

Secrets

FROM the left of your start position, 'General Wu' guards some pots. Fist-slam these to gain extra garibs. There is also a pot next to the 2nd checkpoint.

'General Wu' also guards a hidden secret room. Near him are four white columns

against a wall, where the bricks are cracked. Slap the bowling ball towards the cracked bricks, to reveal a steep slope down. Enter the secret room, and you will find a ring of extra garibs. Extra secret! Fist slam the pyramid in the secret room above, and you will find an extra life!

From the left of the start position there is a pool of water. Tiptoe around the edge of the pool, to where it meets the high wall, and you will find a small ledge. Drop down onto the ledge and collect the hidden garibs.

At the end of the level there is a plinth above two columns that can be reached by fist-slaming the ball, and double jumping onto the plinth whilst in mid-air. Above the plinth on the cliff you will find some hidden garibs.

Level 3

AT the start of the level, follow the walkway, and kill the Dibber. Carefully bounce the ball up the crooked stairs and leave the ball at the top after hitting the checkpoint. Head left at the top, avoiding the spikes, and follow the roofs round until you reach four Dibbers patrolling left and right. Kill these and collect the 'Speed-Up' power-up at the end.

Immediately turn round and run back to the ball, collecting it and rolling straight past the stairs and around to the other side of the roofs. Just before the slope upwards, change the ball into a ball-bearing, and then proceed up the slope and through the fast flowing water. Continue round, bouncing and then throwing the ball to get past the steep slopes.

Hit the ball-switch at the end to set the waterwheel in motion, and then head back round the way you came, back to the waterwheel. Throw the ball onto the waterwheel as it goes round, and then jump on, grabbing the ball. Wait until the waterwheel arm that you are on is aligned with the



ATLANTIS LEVEL 2

Walkthrough



water on the other side, and then bounce the ball off into the flow of the water and hit the checkpoint.

Dodge the Dibbers and splkes, and turn the corner towards a pool containing two fish. Turn the ball into a ball bearing, and then roll through the water to collect the garibs and dodge the fish. Climb the slope on the other side and then carefully descend the steps.

'General Wu' guards the end of the level, so carefully speed past him avoiding the drops on either side. Head towards the mouth of the mechanical whale at the end, and as it opens roll the ball inside. The whale will close its mouth, and take you to the world's boss.

Secrets

FROM the start, jump into the water on the right and make your way round to the archway where the water exits the area. Go through the tunnel and



ATLANTIS LEVEL 3

make your way round to the right at the end. Kill the patrolling 'Dibber' and continue until you find a waterfall. Inside, behind the waterfall you will find some hidden garibs and an extra life. There are also some extra garibs around the corner.

When you are about to jump onto the waterwheel, stand just to the right of it and you will notice a small platform that holds an extra life. From where you are standing, you can double jump onto the platform to get to this, and then slide down the slope to another row of hidden garibs.

As you drop down the last set of steps and confront General Wu at the end of the level, either turn round and

follow the cliff edge around to the left, or the right. On the left you will find a large row of hidden garibs. On the right, you will find a gap that the ball must be thrown across. Shortly after that, a ball switch will activate some ledges that give access to a secret cave. Inside you will find some garibs, Dibbers, and an extra life behind a mysterious black object.

An extra secret! Jump into the black object and you will find yet another bonus room! Inside, a fist-switch will allow you to uncover some extra lives, and a 'Sticky Fingers' power-up will give Glover the ability to walk on the ceiling to collect some hidden garibs.



Pirates

Level 1

YOU start the level on a high tower, with a bay of water below. A well timed double jump off the tower will collect all of the garibs immediately in front of you, and land in the water below. Walk up to the beach (directly ahead), and when out of the water, turn around to face where you came from. Jump onto the floating driftwood and crates, and follow the planks until you come to the water's edge beneath the tower. Double-jump from the last crate onto the quayside to collect the ball and hit the fist-switch.

Make your way back to the beach, and onto the stone jetty. Run on the ball across the water, past the desert island and to the platform on the far side of the bay. You can get onto the platform by using the ramps at either end of it. Collect the garibs taking care to avoid the Dibber, and then turn ▶

Boss

Atlantis

The Atlantis Boss is actually three different characters that you must dispatch one at a time. The first sits at the bottom and spits water at you. If he gets too close, he will try to flatten you. To get rid of him, slap the ball at him three times. The second is a crab, who walks sideways snapping his pincers at you. If you get too close he will fire his pincers out directly at you. Meanwhile, the third enemy, a flying fish is bubbling bubbles that you can get caught in - fist-slam if you get trapped in one! To kill the crab, first fist-slam him to turn him over onto his back, and then again to deliver the final blow.

The third enemy, will then start attacking - spinning in the air, and hovering before finally diving towards the ground. To kill him, jump over the blast ring as he hits the ground and fist slam the fish as he is attempting to take off. Finally bounce the ball onto the exit platform to end the level.



CHEAT ZONE Glover



PIRATES LEVEL 1



the ball into the ball bearing, and roll it into the water.

Standing facing the chest underwater, head left towards a ball switch underwater. To hit the switch successfully, roll the ball right up to one side of the water outlet, and then roll into the stream of water right in front of the outlet. The current will sweep you over the switch and it will activate, revealing a similar underwater switch on the other side of the bay. Travel over to the other side by going around the desert island, and activate the switch. This will cause a geyser on the desert island to erupt – blasting a wooden platform high into the air.

Roll the ball carefully onto the platform, avoiding the spikes at the bottom as it falls. When at the top of the geyser, bounce the ball over to the other platform that is floating on the left nearby. It will take you to a wooden jetty high up in the air, where you will find a checkpoint. Turn the ball back into the rubber ball.

Head directly along the jetty. The two platforms will tilt if you go too near the edge, so beware of this if you attempt to collect the garibs. Head towards the right side of the lighthouse, dodging

Swish, and leave the ball on the edge of the square. Fist-slam Chester to stun him. Collect the ball, and head around the back of the lighthouse. Hit the ball target there to activate a number of platforms on the lighthouse. Leave the ball somewhere safe, and double-jump up these, and fist-slam the switch at the top of the lighthouse.

Head to the corner of the square where the ships are bobbing up and down. Dispatch of the Dibber, and the lobster, and then whack the ball onto the first of the boats, jumping on after it. Stand at the edge of the high end of the first boat, and throw the ball onto the other boat as the first boat is

at its highest point. When the first boat next reaches its highest point, jump over to collect the ball. Follow the same method to get from the second boat to the wooden walkway. Carefully maneuver the ball past the spikes, and around the walkway, hitting the checkpoint as you go.

You will come up against three crates. Release the ball and jump up onto them. Fist slam the two end crates to create a way past, but watch out for the cannon ball as you smash the centre crate. If you have left the ball safely on the walkway, the cannonball can be rolled off the edge of the platform.

Avoiding the cannon ball fire, smash the other crates, to reveal garibs, cannon balls and a ball switch. Roll the remaining cannon balls off the edge. Go back to collect the ball,

activate the ball switch. Dodge Swish, and then head down the ramp on the right hand side of the platform. Dodge Chester, and roll the ball onto the walkway, rolling onto the back of the ship when it is at its lowest position. Enter the teleport to end the level.

Secrets

At the bay at the beginning of the level a pirate shipwreck hides some garibs (between the cliff and the side of the boat).

In the second bay, there is an extra life underneath the wooden ramp leading back up to the stone jetty.

On the cliff face above the rising platform at the back of the second bay, is a ball target. Activate this by throwing the ball at it, to open the chest at the bottom of the water and to reveal an extra life.

Smashing the door of the lighthouse will reveal an extra life!

You can actually ride Swish, and use him as a weapon! Jump onto his back, and press the A button to swipe his sword! Swish can kill enemies that Glover can't, such as Chester and the cannonballs. Swish can be thrown off the edge of a platform by walking him towards the edge and then jumping off using Z just before he walks over!

There are some hidden garibs on a thin ledge behind the houses near the lighthouse ●

Buzz off Tip-X!
You spoil all the
fun for us
bad guys



Keep flexing
those fingers and
next month we'll
return to Glover



BACK ISSUES

Each back issue costs £4, (there's only a few left!), so fill in the form and send it off with your chosen method of payment. Get a move on while stocks last...



Issue 6 April
Cover: Snowboard Kids
Inside: Famista 64, Rampage Augusta Masters, NBA Pro '98, Tohkon Road, Virtual Hiryu No Ken
FREE: Cheat Zone Guides Special Part 1



Issue 9 July
Cover: Forsaken
Inside: Forsaken, Bomberman Hero, Powerful Pro Baseball, NBA Courtside, Rampage World Tour, Gex 64, Earthworm Jim 3D
FREE: Footy Guide book, Free stickers



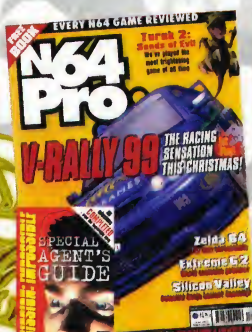
Issue 10 August
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FREE: 50 new games book, plus the final set of free stickers



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I used the force to bring you every cheat for Star Wars Rogue Squadron

Star Wars: Rogue Squadron

After a midnight jaunt around the LucasArts offices I managed to find a huge folder marked top-secret cheats. Half an hour with the office photocopier was well spent!

BONUS LEVELS

There're three secret levels in the game that can be unlocked using either the easy way or the hard way. First up is the easy way.

OPEN UP ALL LEVELS

If getting all the medals seems too much like hard work you can open up all the levels (including the three bonus levels) with this cheat. Go to the



passcodes screen and type in DEADDACK. Now you'll be able to play every level.

INFINITE LIVES

If you're finding the game just too hard you could always cheat. Just go to the passcodes screen and enter the code IGIVEUP. Now

DEATH STAR TRENCH RUN

A fantastic hidden bonus that reminds me of home! Finish all the missions with at least a silver medal and you'll get to fly through the trench of the Death Star from the original film.



you'll never run out of lives.

INCREASE DIFFICULTY

So Rogue Squadron's not hard enough, eh? Then go to the passcodes screen and enter the code ACE. Now try beating the game and see how far you get!

BEARDED MAN

You can change Luke's face on the title screen by entering HARDROCK at the passcodes mode. Just wait until Luke climbs out of his X-wing and he'll be replaced by a bearded man.

Where's That Button?



Beggar's Canyon

Finish all the missions with a bronze medal and you'll be able to go for a race through Beggar's canyon. There're three different opponents to race.



Tip-X's best guide books

Seriously stuck? Then read a guide book...

Available from Computer Manuals on 0121 706 6000. Phone for a free book-list, or visit their online bookstore at <http://www.computer-manuals.co.uk>

OFFICIAL NFL BLITZ

BY BRADY £10.95

If you're lucky enough to own this stomping sports game then this book will help you get the most out of Blitz. With a solid breakdown of every team, all the plays and every special move this covers Blitz in detail. With lots of diagrams rendered in full colour this is a good looking and useful guide. Tons of cheats as well!



BODY HARVEST

BY PRIMA £9.99

An immensely detailed guide to the bug hunting extravaganza of Body Harvest. Absolutely packed with info on every level, this guide has detailed stats for every one of the hundreds of vehicles in the game. It's in black and white though and doesn't have any cheats. Good if you're stuck though!



OFFICIAL STRATEGY GUIDE: TUROK 2

BRADY 10.95

Thanks to inside info from Acclaim, Brady have produced a complete guide to this massive game complete with well designed maps. With plenty of info and gorgeous renders of all the weapons and bad guys, this is a great looking guide. The cheats aren't included, but we printed them last month.



ts are Out There

Fly a Cadillac

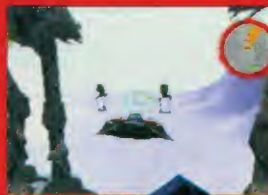
Fed up with spaceships and fancy something a bit more down to Earth. Then take on the dark side of the Force in a flying car. Just go to the passcodes screen and enter KOELSCH (it's a type of beer). Now pick any mission in which you should be flying the V-wing.

* Important Note: Don't pause the game or your N64 could lock up and you'll have to reset the power.



Battle of Hoth

The Death Star is great fun, but this is the best mission by far. Get a gold medal on each of the levels and you'll get to fly the Hoth mission. And if you thought it was good in Shadows of the Empire, you ain't seen nothing yet.



Space Station: Silicon Valley

It takes a brave alien to sneak into the DMA Design offices! But I teleported in undetected and managed to escape unharmed with some top-secret cheats.

HIDDEN LEVEL

Go to the game saved select screen and press D-down, D-up, Z, L, D-down, D-left, Z, Down. If you did it properly you'll hear a 'ping'. Select your saved game and the zone select screen will appear. Move left and you'll find an asteroids level!

ALTERNATE OPENING

Hold down either A or B when you turn on your N64. When the DMA Design man appears, you'll see a different start for each button.



CREDITS CHEAT

Enter CREDITS at the passcodes screen and you'll be able to instantly watch the end credits without having to go through the bother of playing the game.

RADAR CODE

You can make the radar more realistic by typing in RADAR at the passcodes select screen. Now the higher objects will be displayed brighter so you can tell whether enemies are above or below you.

CUT SCENES

If you want to just watch all the cut scenes go to the passcode select screen and type in the word DIRECTOR. Now just sit back and enjoy.

Never give up young Jedi. Just use my cheats

Fly the Millennium Falcon

It's big, it's chunky and it's got an auto-aiming laser cannon. And you can own it in an instant just by typing FARMBOY at the password screen. Now you'll be able to fly Han's ship on most of the levels (check out the cockpit view, it's the bomb).



MUSIC MENU AND SHIP GALLERY

You can check out all the cool music and look at spinning models of all the ships just by typing in DIRECTOR at the passcodes select screen.

PRODUCERS' PHOTOS

Want to check out who's responsible for Rogue Squadron. Then just tap in the code BLAMEUS at the passcode select screen.

WIN! All These Guide Books

If you want to win to all of these top books, answer this easy question: In The Return Of The Jedi, what's the name of the vertically-challenged Jedi Master who guides Luke through training. Answers to: Tip-X's Guide Books, N64 Pro, IDG Media, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

UNOFFICIAL NINTENDO 64 ULTIMATE STRATEGY GUIDE

SYBEX £6.95

Covering 17 of the early N64 classics this guide will help you through great games like Mario, Lylat Wars and Pilotwings and the not so good games like Cruis'n USA. Plenty of guides, tips, cheats and mini-reviews (a bit suspect, stick with the N64 Pro Database) all handed out by the mysterious "game dude". Great value for money!

UNOFFICIAL NINTENDO 64 ULTIMATE STRATEGY GUIDE VOLUME 2

SYBEX £6.99

The "Game Dude" returns and this time he's been given a name: Code Master X (he's not as good as Tip-X - Ed). This time the games are a bit more up to date covering classics such as GoldenEye and Diddy Kong Racing. The guides are a bit basic, but it's full of hints that will get you out of trouble. And it's a bargain!

UNOFFICIAL NINTENDO 64 STRATEGY GUIDE VOLUME 3

SYBEX £6.99

Code Master X returns for a third outing with 19 of the latest games reviewed, tipped and cheated. This time Code Master X covers Banjo-Kazooie, 1080°, F1 World Grand Prix and Mission: Impossible. Because so many games are crammed into a short space, the guides are still too short, but the cheats are as good as ever.

CHEAT ZONE

The Cheats are Out There



Fountain Knowledge

Datel have pulled a stromer and ripped Zelda apart. With cheats for everything, and we mean absolutely everything! If it exists in the world of Hyrule, then you can have instant access to it. These codes are designed to work with the Action Replay cheating device. If you don't own one you will not be able to get these Zelda codes to work no matter how hard you try.



Zelda: The Ocarina of Time

Unlimited rupees	80118404 0003	Infinite beans	80118452 0010
.....	80118405 00E7	8011846A 0063
Unlimited health	80118400 0140	Fairy bow	80118447 0003
Unlimited magic	80118403 0030	Lens of truth	80118451 000F
.....	80118402 0001	Fire arrow	80118448 0004
.....	8011840A 0001	Ice arrow	8011844E 000C
Infinite deku sticks	80118444 0000	Light arrow.....	80118454 0012
.....	8011845C 0063	Din's magic.....	80118449 0005
Infinite deku nuts	80118445 0001	Farore's magic	8011844F 000D
.....	8011845D 0063	Nayru's magic	80118455 0013
Infinite bombs	80118446 0002	Empty bottle	
.....	8011845E 0028	1st position.....	80118456 0014
Infinite slingshot bullets	8011844A 0006	2nd position.....	80118457 0014
.....	80118462 0032	3rd position.....	80118458 0014
Infinite bombchus	8011844C 0009	4th position	80118459 0014
.....	80118464 0063		

Datel Cheats - Important Note



Datel codes for Zelda will only work on Action Replay Version 1.13 or higher. This is because Zelda contains special code to stop the cartridge being pirated that blocks the old version of the Action Replay cheating cartridge. If you own an Action Replay that is between Version 1.6 and 1.12 you can have it upgraded by sending it to Datel with a cheque for £10. You can contact Datel on 01785 810 814 or check out their website on www.datel.co.uk.



Tip-X Helpline



Bottle's contents

Use the above codes changing 0014 to:

Red potion:	0015
Green potion:	0016
Blue potion:	0017
Bottled fairy:	0018
Fish:	0019
Lon lon milk:	001A
Letter:	001B
Blue fire:	001C
Bug:	001D
Big poe:	001E
Lon lon milk (half):	001F
Poe:	0020

Weird egg8011845A 0021

For other items change 0021 to:

Chicken:	0022
Zelda's letter:	0023
Pocket egg:	002D
Pocket cucco:	002E
Cojiro:	002F
Odd mushroom:	0030
Odd potion:	0031
Poacher's Saw:	0032
Goron's sword (broken):	0033
Prescription:	0034
Eyeball frog:	0035
Eye drops:	0036
Claim check:	0037

Oy! Jug ears!
Come and have a
go if you think
you're hard
enough



Masks:

Keaton mask.....8011845B 0024

For other masks change 0024 to:

Skull mask:	0025
Spooky mask:	0026
Bunny mask:	0027
Goron mask:	0028
Zora mask:	0029
Gerudo mask:	002A
Mask of truth:	002B

Silver scale80118472 0002

Golden scale80118472 0004

Bullet bag(holds 50)80118472 00C0

Bomb bag (holds 40) + Golden gauntlet ..80118473 00D8

Bomb bag (holds 40) + Silver gauntlet.....80118473 0098

Bomb bag (holds 40) + Goron's bracelet..80118473 005F



Boomerang.....80118451 000E

Fairy ocarina8011844B 0007

Ocarina of time8011844B 0008

Megaton hammer80118453 0011

Hookshot8011844D 000A

Longshot8011844D 000B

Infinite time to ride horse in field.....801197A1 003B

All equipment.....8011846C 0077

.....8011846D 0077

All items available on quest status page such as sacred stones, all pieces of sage's medallions and all songs.

.....80118474 0030

.....80118475 00FF

.....80118476 00FF

.....80118477 00FF

Use Megaton hammer as childPress the left 'C' button to use hammer

Special Note: The hammer will not be visible in Link's hands.....80118439 0011

Wear adult's clothing as child

(Use in conjunction with equipment code)

Normal tunic and Iron boots80118440 0021

Normal tunic and Hover boots.....80118440 0031

Goron tunic and Kokiri boots80118440 0012

Goron tunic and Iron boots80118440 0022

Goron tunic and Hover boots80118440 0032

Zora tunic and Kokiri boots80118440 0013

Zora tunic and Iron boots80118440 0023

Zora tunic and Hover boots80118440 0033

Quiver (holds 30 arrows)80118471 0001

.....80118472 0004

Infinite arrows8011845F 0032

I can hardly
miss a snout
that big



Tip-X Helpline



E-mail any tips, tricks, codes, Zelda information or questions to
tipx@idg.co.uk or post them to Tip-X, N64 Pro, Freeport, IDG Media, Adlington Park, Macclesfield, Cheshire, SK10 4NP

Britain's Top Gamers

Dedication, ooh dedication. Dedication that's what you need. Okay, that's enough of that. What I'm trying to say is that there'll be prizes for the best gaming achievements each month. So you've got what it takes, send us your high scores and times (plus a recent photo of yourself) and we'll find out just who Britain's Top Gamer really is - Noely

1080 Snowboarding

AIR MAKE

21,450 . . . Brendan Marley, Oldham

HALF PIPE

47,510 . . . Owen Gent, Exeter

CONTEST

89,369 . . . Brendan Marley, Oldham

CRYSTAL LAKE

1:03:88 . . . Brendan Marley, Oldham

1:04:15 . . . Hayes Johnson - Donovan, Streatham

BEST SCORE

37,647 . . . Brendan Marley, Oldham

CRYSTAL PEAK

1:27:40 . . . Adam Charlton, Huntingdon

DEADLY FALLS

1:11:84 . . . Brendan Marley, Oldham

DRAGON CAVE

1:36:27 . . . Brendan Marley, Oldham

GOLDEN FOREST

1:23:68 . . . Brendan Marley, Oldham

MOUNTAIN VILLAGE

1:30:75 . . . Adam Charlton, Huntingdon

BEST SCORE

26,886 . . . Brendan Marley, Oldham

Banjo Kazooie

COMPLETED GAME

3:49:18 . . . Kevin Feeney, Suffolk

TREASURE TROVE COVE

0:13:03 . . . Kevin Feeney, Suffolk

0:17:41 . . . Richard Brown, Portishead

BUBBLELOOP SWAMP

0:15:21 . . . Kevin Feeney, Suffolk



FREEZEEZY PEAK

0:18:35 . . . Kevin Feeney, Suffolk

GOBI'S VALLEY

0:15:33 . . . Kevin Feeney, Suffolk

MAD MONSTER MANSION

0:18:23 . . . Kevin Feeney, Suffolk

MUMBO'S MOUNTAIN

0:06:14 . . . Kevin Feeney, Suffolk

RUSTY BUCKET BAY

0:23:52 . . . Kevin Feeney, Suffolk

CLICK CLOCK WOOD

0:43:46 . . . Kevin Feeney, Suffolk

Diddy Kong Racing

ANCIENT LAKE

00:35:93 . . . Stuart Richards, Surrey

00:42:10 . . . Rob Pierce, Salisbury

00:50:31 . . . Kevin Feeney, Suffolk

BOULDER CANYON

01:37:25 . . . Stuart Richards, Surrey

01:46:76 . . . Adam Lamb, Leicestershire

CRESCENT ISLAND

01:05:63 . . . Stuart Richards, Surrey

01:21:41 . . . Kevin Feeney, Suffolk

01:26:30 . . . Adam Lamb, Leics

DARKMOON CAVERNS

01:42:60 . . . Stuart Richards, Surrey

01:55:76 . . . Rob Pierce, Salisbury

01:55:43 . . . Kevin Feeney, Suffolk

EVERFROST PEAK

01:20:10 . . . Stuart Richards, Surrey

01:36:83 . . . Adam Lamb, Leicestershire

FOSSIL CANYON

00:59:91 . . . Stuart Richards, Surrey

01:06:45 . . . Adam Charlton, Huntingdon

01:20:85 . . . Adam Lamb, Leicestershire

FROSTY VILLAGE

01:21:96 . . . Stuart Richards, Surrey

01:30:00 . . . Adam Lamb, Leicestershire

GREENWOOD VILLAGE

01:19:31 . . . Stuart Richards, Surrey

01:24:82 . . . Kevin Feeney, Suffolk

01:31:13 . . . Adam Lamb, Leicestershire

HAUNTED WOODS

00:53:06 . . . Stuart Richards, Surrey

00:54:05 . . . Kevin Feeney, Suffolk

00:59:03 . . . Adam Lamb, Leicestershire

HOT TOP VOLCANO

00:53:63 . . . Stuart Richards, Surrey

01:17:93 . . . Rob Pierce, Salisbury

01:18:76 . . . Kevin Feeney, Suffolk

JUNGLE FALLS

00:41:53 . . . Adam Charlton, Huntingdon

00:41:70 . . . Stuart Richards, Surrey

00:42:20 . . . Steve Barnes, Norwich

PIRATE LAGOON

01:04:31 . . . Stuart Richards, Surrey

01:04:36 . . . Rob Pierce, Salisbury

01:05:73 . . . Jan-Erik Spangberg, Sweden

SNOWBALL VALLEY

00:54:63 . . . Stuart Richards, Surrey

00:57:63 . . . Kevin Feeney, Suffolk

01:01:61 . . . Adam Lamb, Leicestershire

SPACEDUST ALLEY

01:24:26 . . . Stuart Richards, Surrey

01:50:76 . . . Kevin Feeney, Suffolk

01:51:05 . . . Rob Pierce, Salisbury

STAR CITY

01:25:55 . . . Stuart Richards, Surrey

01:30:45 . . . Rob Pierce, Salisbury

01:33:60 . . . Kevin Feeney, Suffolk

SPACEPORT ALPHA

01:23:11 . . . Stuart Richards, Surrey

01:47:15 . . . Kevin Feeney, Suffolk

01:53:30 . . . Adam Lamb, Leicestershire

TREASURE CAVES

00:44:75 . . . Adam Charlton, Huntingdon

00:51:00 . . . Stuart Richards, Surrey

00:52:30 . . . Kevin Feeney, Suffolk

WALRUS COVE

01:29:05 . . . Stuart Richards, Surrey

01:30:73 . . . Adam Charlton, Huntingdon

01:55:81 . . . Adam Lamb, Leicestershire

Gamers Gallery

Jonathon Harris
He may be lost in space, but he can certainly find his way around the spaced out tracks in F-Zero X



WHALE BAY

00:57:85 . . .Stuart Richards, Surrey
01:02:21 . . .Sam Doyle, Glossop
01:04:70 . . .Adam Lamb, Leicestershire

WINDMILL PLAINS

01:21:80 . . .Stuart Richards, Surrey
01:57:76 . . .Adam Lamb, Leicestershire

F Zero X

DEATH RACE

01:05:149 . . .Stuart Richards, Surrey
01:13:00 . . .Jonathon Harris, Plymouth
01:23:232 . . .Michael Duxbury, Cumbria

F1 World Grand Prix

AUSTRALIA

1:11.61 . . .Stuart Richards, Surrey

BRITISH

1:04.39 . . .Stuart Richards, Surrey

GERMANY

1:19.87 . . .Stuart Richards, Surrey

JAPAN

1:18.94 . . .Stuart Richards, Surrey

GoldenEye 007

BUNKER

02:51 Accuracy 100% Alan Campbell, Cambs

DAM

09:36 Accuracy 97.4% Alan Campbell, Cambs

FRIGATE

06:55 Accuracy 100% Alan Campbell, Cambs

JUNGLE . . .

03:42 . . .Richard Stout, Manchester

RUNWAY

01:03 Accuracy 100% Alan Campbell, Cambs
01:26 Accuracy 100% Kevin Feeney, Suffolk

SIL0

07:23 Accuracy 100% Alan Campbell, Cambs

STREETS

04:26 Accuracy 100% Alan Campbell, Cambs

SURFACE

00:59Sam Doyle, Glossop

TRAIN

01:38 Accuracy 89.6% Sam Doyle, Glossop

Legend of Zelda: Ocarina of Time

HORSE RACE

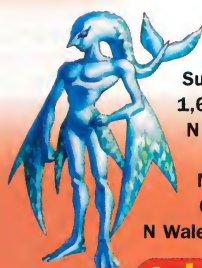
00:48Stuart Richards, Surrey
00:48Gareth Brown, N Wales

ARCHERY

1,920 Stuart Richards, Surrey
1,660 Gareth Brown, N Wales

MARATHON

01:17 Gareth Brown, N Wales



Lylat Wars

HIGHEST SCORE

2,302Greg Ihnatenko, Stockport
2,150Jan-Erik Spangberg, Sweden
2,098Sam Doyle, Glossop
1,853Mark Say, Saltburn

CORNERIA . .

304Greg Ihnatenko, Stockport

Wave Race 64

GLACIER COAST

1:34.044 . . .Stuart Richards, Surrey
1:36:554 . . .Jan-Erik Spangberg, Sweden

PORT BLUE

1:24:967 . . .Greg Ihnatenko, Stockport

SUNSET BAY

1:13:860 . . .Greg Ihnatenko, Stockport
1:25:570 . . .Stuart Richards, Surrey
1:37:035 . . .Joe Guard, Dartford

S ISLAND . . .

1:36.894 . . .Stuart Richards, Surrey
1:40:861 . . .Rob Porter, Warrington
1:42:294 . . .Tom Miller, Stourbridge
1:48:357 . . .Dominic Maguire, Midlothian

Wetrix

110,366,160 Paul Mitchell, Rossendale

Dare YOU enter The...

PRO ARENA

We reckon we're the greatest N64 gamers in the universe, and in most cases we're right, although a few superhuman gamers have beaten us. There's still a few to beat though, so keep sending in your times



Noely's Zelda Challenge - Winner

Hat's off to Stuart Richards for his 48 secs Horse Race score on Legend of Zelda: Ocarina of Time. For this and some rather smart DKR & F Zero-X times he wins the cart of his desire.



Mark's GoldenEye Challenge - Winner

We were blown away by Ryan Bledsoe astonishing display of sharp shooting on GoldenEye's Facility level on Secret Agent with an astonishing 98.1% Accuracy and 100% head shots.



Steve's Let's Smash Challenge

Beat the hardest character on Hard by conceding no more than 5 points.



James' Wipeout 64 Challenge

In Time Trial, enter Phantom class, select Terafumos circuit and race in Auricom Anti-grav vehicle. Time to beat is: 33.5



Tip X's 1080° Challenge

Doggone it. Kevin Feeney walked away with this one beating my 0:20:02 time with an astonishingly quick 0:15:21.



Scoop's Banjo Challenge - Winner

Doggone it. Kevin Feeney walked away with this one beating my 0:20:02 time with an astonishingly quick 0:15:21.

Reader Challenge No.1

Our very first Reader Challenge is from Stuart Richards of Surrey. Beat his score of 1,920 points on Archery in Zelda: Ocarina of Time to earn yourself the undying respect of N64 gamers everywhere.

How To Enter..



Don't worry if you can't fill in all the Game and Achievement spaces, just make sure you send photographic proof of your achievement(s) and a recent picture of yourself. We'll add your name to the ever-growing list of Britain's Top Gamers - the sooner you send off your entry, the sooner your face'll appear in the mag

Name Age

Address

Britain's Top Gamer

Game

Achievement

Game

Achievement

Game

Achievement

The Pro Arena

Challenge Time

Challenge Time

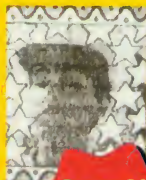
Challenge Time



Gareth Brown
An honorary
mention for
being the
second person
to beat
Noely's Zelda
Horse Race
time



Owen Gent
Master of the Half Pipe
in 1080° Snowboarding



Stuart
Richards
Wins a cart
Nice times
Stu, shame
about the
picture

Gamer
of the
month

Got any lonely games that haven't been played in months? Then give them to a new owner and get a cart you'll love in return. And brand new to you lucky lot this month is **shout-out**, a dedicated spot for all your mad rantings and insane ramblings. Just fill out the form and chuck it in the post - **Mark**

Wanted

The top five begged for N64 games



1 GoldenEye

Bond goes back to the number one slot

2 F-Zero X

The best racing game since time began

3 Banjo-Kazooie (above)

If you haven't got this then you're mad!

4 Mission Impossible

Not Bond but not bad

5 1080

The cold winter snow is better indoors

Not Wanted

The most unwelcome games of all



1 ISS 64

It's still well worth getting a copy of this

2 Mission Impossible

Lots of copies of this floating around

3 GoldenEye

How could you ever bear to part with it?

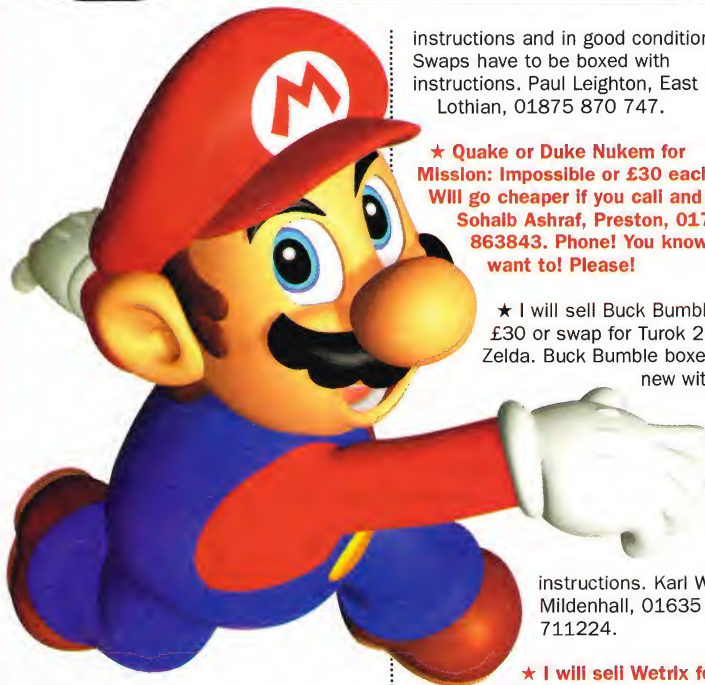
4 Diddy Kong Racing (above)

A regular in this list and easy to get hold of!

5 Waverace

Superb racing game that's worth getting

SWAPS



instructions and in good condition. Swaps have to be boxed with instructions. Paul Leighton, East Lothian, 01875 870 747.

★ **Quake or Duke Nukem for Mission: Impossible or £30 each.** Will go cheaper if you call and ask Sohalb Ashraf, Preston, 01772 863843. Phone! You know you want to! Please!

★ I will sell Buck Bumble for £30 or swap for Turok 2 or Zelda. Buck Bumble boxed as new with

instructions. Karl White, Mildenhall, 01635 711224.

★ I will sell Wetrix for £30. I was given two copies for Christmas so it has never been used. Or swap for Zelda (you'll be lucky - Mark). Will haggle over price.

★ We will swap Bomberman 64, Mario 64, DKR, Goeman and Yoshi's Story for any good game or at an agreeable price. Adam and Sam Power, Lower Tremeneheere Farm, Ludgvan, Penzance, Cornwall, TR20 8XG, (01736) 331107.

★ I will swap Cruis'n USA for any game. Money offers considered. Please, I'm desperate (boxed with instructions). Jonathon Wright, 19 Wholton Road, Billingham, Teeside, TS22 5BB.

★ I'll swap M:I or F1 WGP for £30 or Zelda, 1080, F-Zero X or ISS '98. Call Dean (01489) 896548 NOW, you little weiner! (good sales pitch - Mark).

★ I will swap Mischief Makers (unboxed) for Lylat Wars, Duke 64 or WWF Warzone. Call Alex on 0181 8947853. Go on you know you want to.

★ I will sell my F1 World Grand prix for £25 or swap for South Park or Turok 2 possibly. In the Stockport Area. Paul Harris, 82 Longmead Ave, Hazel Grove, Stockport, Cheshire, SK7 5PH, 0161 419 9420 (hey! You live just down the road from us - Mark).

★ I'll swap ISS 64 for Zelda, Banjo-Kazooie, South Park or sell for £25. Barnes Myatt, 01242 691907.

★ I'll swap Banjo or Forsaken for 1080°, Wetrix or F-Zero X. Or sell £30 each. Both games boxed with

any N64 game (except any FIFA games). Please I am very desperate. Anjum Qureshi, Kent, (01795) 870162.

★ I will swap Super Mario 64 for Yoshi's Story. Kriss Cunningham, Macclesfield, (01625) 574222.

★ Swap Diddy Kong Racing for Nagano Winter Olympics or sell for £20 without box and manual. But it's fairly straightforward to suss out. Please phone during the Evening. Matthew Bullman, Alredale, (01977) 556250.

★ I will swap your ISS '98, South Park or Silicon Valley for Banjo. Jon Kelley, Warrington, (01925) 766339.

★ Swap F1 WGP or M:I for £30 or Zelda, All Star Baseball '99 or ISS '98. Call Dean on (01489) 896548. Call now you... (the word was unreadable, not to mention probably unprintable - Mark) Also official mem card £10.

★ Lylat Wars, Mischief Makers, Mario 64 swap for any other good games by recorded delivery post. Frazer Smyth, Penistone, (01226) 761149.

Swap of the Month

★ I will swap Turok 2 for Mystical Ninja or Lylat Wars or Wetrix or any decent swap. Ask for Scott. Call after 4.00 on weekdays any time on weekends. Scott Hudson, Lancs, (01282) 865821.



Phone after 3.30pm. Matt Taylor, Tavistock, (01822) 616298.

★ Will swap Snowboard Kids for Gex, South Park or Mario Kart. Tai Sam Grierson, Doncaster, (01302) 330130.

★ I'll sell Turok 2 in perfect condition for £35. Also Wave Race for £30. Both games have instructions and boxes. Sam Barton, Nr Hitchin, 01462 712302.

★ (US) MK4 + adaptor £30. (US) Forsaken £13. No swaps wanted. Also decent SNES games wanted, call with prices. Gameboy games also wanted. See issue 18 for call times. Tony Pang, Orpington, (01680) 838711.

★ I shall sell Turok for £30 (that's it, think positive - Mark) or will swap for

★ I'll swap Diddy Kong Racing for Mario Kart 64, Mission Impossible, Zelda, Bust-A-Move 2. Peter Simmonds, Boscombe, 246270. (Remember to include your area code, it increases the chance of people phoning you - Mark)

★ I'll swap Banjo-Kazooie for ISS '98, F-Zero X, Body Harvest, 1080°, South Park, DKR, Turok 2 or any good game. Sell for £25 ONO Tar! Danny Johnson, 146 White Hart Lane, Portchester, Hants, PO16 9AZ, (01705) 382950.

★ I'm selling Malro Kart and Top Gear Rally for £25 each. Both Box. Ryan Jewett, Cumbria. Phone (01228) 711442. Phone after six on weekdays.

HOP

★ I will swap Buck Bumble for TG Overdrive or sell for £35 brand new with cheats. Den Sharp, Stafford, (01785) 258 8044.

★ I've got ISS 64 & Mortal Kombat (both with box and instructions). I'll swap either for a SNES and some games. I'll even throw in Mario Kart. Must live reasonably locally (Cambridgeshire). Will Bailey, (01223) 327311.



★ Will swap DKR and Banjo-Kazooie for South Park. Complete instructions with boxes. Please desperate owner. Guy Hamilton, Forestside, (01705) 631522.

★ I will swap Banjo-Kazooie with £10 guide book and FIFA 64 for GoldenEye and Rumble Pak. Boxed with instructions. Adrian Hepburn, Timperley, Altrincham, 9040408.

★ (Desperate) I will swap F-Zero X for

★ I want to swap Banjo-Kazooie for a decent game like Turok 2, Diddy Kong Racing or a fighting game! (I think it says fighting, the scrawl looks more like another F word - Mark). Daley Mott, Bogner Regis, (07971) 525755.

★ I will sell Turok 2 for £30 or swap for F1 World Grand Prix. Carl Thurlow, 15 Pearl Road, Ipswich, Suffolk, 744807.

★ I'll swap Lylat Wars for Zelda 64. (Lylat Wars with no rumble pak). Boxed and with instructions. Chris Wheeler, Crewe, Cheshire, (01270) 589838.

★ I will sell Mission: Impossible for £30 or swap for Rush 2, South park. You must live nearby 313 Norris Road, Sale, Cheshire. Ring after 4pm. Chris Kielthy, (0161) 974 2293.

★ I will please swap FIFA 64 for Nagano Winter Olympics. Write to Thomas Sproat, Strathmere, Abercromby Road, Castle, Douglas, Scotland, DG7 1BA. Or you can buy it for £36.

★ F-Zero X £30, Banjo-Kazooie £32, Wetrax £27. All boxed as new will

Blag of the Month

★ I will swap F1 Pole Position 64 and Tetrisphere for Banjo-Kazooie and Fighter's Destiny. David Downard, 1 Saunders Park View, Brighton, BN2 4AY, (01273) 677818 after 5:00 to 8:30.



Lylat Wars or WWF. Sorry about the smug (er... whatever - Mark). Max Rothwell, Lampshire, (01252) 312346.

★ I will swap WWF Warzone for WCW Vs NWO Revenge or MK4. PS, mine is boxed with instructions. Call after 4pm weekdays or any time on weekends. Peter Kime, Doncaster, (01709) 868285.

swap for Zelda, ISS '98, S. Valley, S. Park, SCARS or WipeOut. Must be in good condition. Stefan Skorupa, Manchester, (0161) 223 8754.

★ I will swap V-Rally for Mission Impossible or sell for £30. MI would be nice though. Tom Watson, 27 Besley Close, Tiverton, N Devon, EX16 4JF, (01884) 243108

SHOUTOUT

You can use this section to send messages to yer mates or just holler out any gibberish that springs to mind. Just use the Swap Shop form.

Hey Josh!
Happy Birthday.
hope you get South Park
so we can kick your butt.
From Sam, John and
Camille, Bristol.

Hi! I'm a 14 year old boy. I'm looking for a penpal. I love my N64 and games and like swimming, cycling any anything you like. So write to me.
Jamie Storer, 164 Waverley Road, Ipswich, Suffolk, IP1 5DG.

I just want to say that Zelda's far too short. Addictive game, but I need a bigger fix. Hurry up with the sequel.
Dan 'the man' Worthington, Leeds.

Oy, Peter Hauge!
(loudmouth from last month)
I bought a N64 this Christmas (for Zelda by any chance? - Mark) and I've had a PlayStation for two years. They're both great machines and I'm not about to kiss your arse or anybody else's for that matter. Get a life!
Tim Logue, Manchester.

Remember! You never need a stamp to write to us! It's FREEPOST

SWAPSHOP

Send to: Swap Shop, N64 Pro, FREEPOST, Media House, Adlington Park, Macclesfield, SK10 4NP (NO STAMP REQUIRED).

Or E-Mail markh@idg.co.uk

Please tick whether this is for Swap Shop ☐ or Shout Out ☐
Swap, sell or shout details (in no more than 30 words)

Would prefer us to print your address ☐ or telephone number ☐

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Address:

Post Code:

Telephone number: Age:

Signature

How many times a month do you visit a newsagent to buy/look at N64 mags? ☐

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How regularly do you buy N64 Pro? ☐

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Which day do you usually purchase your mag?

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☐ Not purchased

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YOU'RE Real letters from



Letters eh? You lot seem to love writing 'em, we all definitely love love reading 'em, and I usually can't wait to get my teeth into replying to them! Is this my dream job? Y'know, I'm really starting to think that it is!

“It's these simple little things that make you so good, and the rest suck!”

I'm Your Number 1 Fan

As a newcomer to the N64, I decided that the best way to choose a regular magazine was to buy all the N64 magazines on the shelf, read 'em all, and then pick the best one to be my regular purchase. Needless to say, N64 Pro was the clear winner, and I



Well, you've all played Rogue Squadron now, but what do you reckon? Noeli loves it, but Mark's not too sure there's enough variety. Who's right? Who's wrong? Who cares!



Fresh from its name change, World Driver Championship is looking very nice indeed

defy anyone to do this and not reach the same conclusion.

Take your Database for example. You list the games in different categories e.g. Shooting, Racing, Platform etc., so you can ask yourself, "Right, what is the best Racing game?" and then look under racing to see if there is one that takes your fancy! Simple!

The other mags just list the game titles in alphabetical order, so you have to look through every single game of every single type to find whatever it is that you are looking for. It's these little things that make N64 Pro so good and the rest suck!

Also, do you think that the upcoming GT World Tour really will be

a Gran Turismo beater? I for one really hope it will cos racers are my fave and

I'm holding off buying one until this lil' beauty comes along!

Matthew Pritchard, Manchester

N64PRO:

Nice to hear from a fellow Mancunian. Glad you're enjoying it, and if you think the Database is handy now, then just you wait a couple of months! It's currently undergoing revolutionary changes behind the scenes to make it even more useful than it already is! Can't say too much cos all our ideas'll get nicked, but



CKON?

m real gamers



We like it, but now that you've had a go we want to know whether you agree! Write in and tell us!



LETTER of the MONTH

Wash Your Mouths Out!

My friend and I have been discussing the use of bad language (i.e. (a load of absolute filth which we've had to cut out - Steve) and other such words) disguised with stars/symbols for example - S**t.

We think that swear words should be able to live the good life, to wander freely and carelessly in the fields of profanity, without being imprisoned on pieces of paper with stars jammed up their backsides!

So we propose that any person who shoves stars up the backsides of innocent swear words should be thrown into a cell covered in swear words and be forced to continuously listen to them on the world's largest speaker system, and then shot at with bubble guns until they swear freely. And if all that fails, we have a back-up plan



- they would be forced to go without reading your lovely magazine (see picture) every month!!!!



Gordon Rae & Jack Elliot,
location unknown

N64 PRO: Lads, lads, lads. You're clearly bonkers, so who are we to deny you the honour of being our star letter! And for that you

get a free membership in the all new Pro Crew! Good eh?

On the issue of swearing, seeing as we get a flood of complaints for the tiniest lapse in our usually high moral standards these days, you won't be seeing the 'language of the gutter,' certainly not in any unstarred guises, appearing in N64 Pro! And rightly so.

Foul-mouthed young hooligans that you are! Send us your addresses though boys and we'll sort out your fabulous prizes! Can't say fairer than that, can we?

*** All Letters of the Month writers become members of The Pro Crew - for more information, or to become a member, flick back to page 83**

SIGNED

But mostly

Hey lads, cool signatures! Bet you impress the girls with those eh? Have you ever thought of moving into credit fraud lads. Bet you'd make master forgers!

trust us, you're gonna love it. GT World Tour's recently undergone a name change to World Driver Championship, and from what we've seen of it there's a decent chance it's outclass the PlayStation favourite. It certainly looks better...

Moan, Moan, Moan

Your magazine's great, with very honest with reviews, but there are one or two things I have to get off my chest. First of all, you know the official N64 controllers? Well, how is it that

after about three months of playing with it (and all my mates agree) the analogue slot section starts to erode away and after a while the analogue stick can be a crap thing to use when playing an N64 game?

Secondly, can we end this debate about girls being crap and boys being good? It's really starting to annoy me, especially comments like, and I quote, "treat their machines like handbags." Peter Crapp said that in Issue 15. Or, "in future, stay in the kitchen and cook something," as Keith Davis said in Issue 13.

As you can see, it is a bit of a waste of time. My mum also got stressed after reading those issues of your mag, as she is a very good

GoldenEye player! It's wasting good print space in a mag for people to write in, like me.

To all those people (including Gemma Mason - ooh yeah!) who were



Craig Evans, Essex

upset and disagreed with those insults, I hope if you ever meet those people you'd give each of them a good kick up the backside!



Can't disagree with you on either point really Craig. Although

we've never had a problem with our joypads here in the office, plenty of readers have told us that they have, so it must be true.

We've heard a rumour that people who sweat a lot seem to have the most problems (something to do with salt secretions eroding the plastic apparently), but as no official research has been carried out, it's impossible to say with any real certainty.

We like girls too (with the exception of Noely, he's into beasts) so we'd never criticise their games playing skills! We'd rather leave that to losers like Keith and Peter! Live and let live eh lads?

Remember to include a recent photo with all your letters if you can folks!

And the winner of the puniest word award goes too...

Opinions to air? Fancy a dabble? Then fill in the form! Win a cart!

READER'S REVIEW

Noely's sack is bulging... his mail sack that is, from you lot begging, pleading and imploring to be the next Reader Reviewer. This is your chance to feature in the section of the mag written almost entirely by YOU, our readers. Keep 'em coming and if they're good enough you'll get in

Mission: Impossible

What WE said

“It may sound a bold claim given the competition, but if you ask me, M:I is far and away the best spy-based game I've played in years. The levels are well designed, varied and always interesting, the musical score's atmospheric and when they're done well - as they are in certain sections - the graphics can be breathtaking. If you forced me into a corner, put a gun to my head and said I had to choose between this and GoldenEye, I'd choose Mission: Impossible's thought-based style every time. Unfortunately, I suspect I'm massively in the minority” STEVE



What YOU said

“After the slating this game got from other mags I was pleasantly surprised how good it was. Excellent new ideas just got better as the game went on. 80%” Darren Waller, Hull (Age - Very Old)

“Keeps you thinking all the time. I was almost ripping my hair out of my scalp. Then when you know what to do, you kick yourself because it's so simple.”

Mark Jones, Liverpool (Age 11)

“It's really cool, but the graphics aren't all that. The lastability isn't too good either. The gameplay and gadgets are wicked. Overall, I'd give it about 89%”

Kyle Ware, Croydon

“This isn't very good because it doesn't have a multi player and the gameplay is not good either. I think this game could have been a lot better with better graphics.” (No name supplied)



“If you don't buy this you stink”

“Use your N64 to prevent broken bones and frostbite”

Cart Winner

1080° Snowboarder

What WE said

“To say it's the best snowboarder on the N64 really doesn't do it justice, but then nor does saying it's the best on any of the latest consoles. 1080° Snowboarding is one of the best games it has ever been my privilege to play and I suggest you would be unwise to even think twice about putting on your coat and buying it right now!” STEVE



What YOU said

“What's the point in spending three grand on snowboarding gear when you can use your N64 to prevent broken bones and frostbite? A seriously cool game and it's bloody hard” (No name supplied. Doh!)



Congratulations to this cool dude in an England T-Shirt who was so busy posing he forgot to send us his name and address. Doh! Send us your details (plus another photo so we know it's you, and you'll get your prize)



Legend of Zelda: Ocarina of Time

What WE said

“We told you ages ago just how good Zelda would be. But neither you, I nor even Mystic Meg could have foreseen how truly fantastic this game is. Miyamoto and co. have shed blood trying to make Zelda as simple to pick up and play as it is painfully difficult to put down and the results are phenomenal. It's a gaming giant among Dwarves, huge in size and scope where other games would get away with being half as big” NOELY



What YOU said

“I think this is a great game with chopping skeletons heads off and all. I love riding Epona, but she never jumps walls. If you don't buy this you stink” (No name supplied)



“After all the hype about this game, was it really worth it? Whilst Zelda is clearly a very detailed and precise game, wasn't it just a tad short and easy?”

Tom Feist, Kent (Age 14)



NEWS

Snowboarding

“A great game and with flying speeds and amazing graphics. You can’t go wrong. The only bad thing is there isn’t enough tracks and some of the jumps are almost impossible”

Max Huizar, Norfolk (Age 14)

“1080° is one of the best games I’ve ever played. It has well trained people for different courses and it has better boards for different courses. Buy this or else...”

Ben Rawson, Hants (Age 12)



Space Station: Silicon Valley

What WE said

“Bonkers. Off its head. Daft, demented, insane, delirious and, dare I say it, downright wacky. Silicon Valley is all of these and more. Around every garishly coloured corner lies a gasp, a giggle or a guffaw... classic old school gaming that places playability above all else, and if it’s

not a roaring success then the team will be ‘round for some serious words”

STEVE



What YOU said

“The animals you control are cute and full of character. The levels are designed perfectly with thought provoking puzzles that’ll keep you going for ages. Top tunes too. 90%”

John Hawkins (Age 45)



“With stunning graphics and music that made me tear my hair out. I thought it was game of the month for me. I



personally would give Silicon Valley 99.9%/100%.”

Haydyn Phillips, Wirral (Age 11)

“You either hate it or love it. It is good when you first get it home, but then the novelty wears off and you’re back to Zelda or F-Zero X.”

Peter Robinson, Derbyshire (Age 14)

WCW/NWO Revenge

What WE said

“WCW/NWO Revenge sets out its stall to be the most accurate console re-creation of the American professional wrestling scene... however much you hate this peculiarly American brand of buffoonery you have to like WCW/NWO Revenge. I still can’t get over how enormous the characters are and how well they move... will provide laughs aplenty for you and your buddies well into the small hours”



MARK

What YOU said

“Best wrestling game yet. The characters are realistic and DDP does his entrance. And now it’s WWF vs Revenge. Bow! Plonk! Boom! And Revenge wins with 92%. A must buy”

“A good variety of players, some good moves. Long lastability, you get points for doing good moves, a finishing move, or a submission. I would give the game 85%”

James Davies, Pontypridd (Age 14)



“Despite what others say, I think Revenge is better than Warzone. The multi player’s excellent and you’ll never finish the game with all 80+ wrestlers. It’s good fun (especially Battle Royale)”

Ravi Amaratunga, Cambridge (Age 13)

“It’s good. Excellent graphics and smart moves and a good retail price. If I worked for your mag I would put the percentage to 100%. Best game in the world”

Joshua, St Albans (Age 8)



“It’s an okay game, but nowhere near as good as WWF Warzone. Not as much to do and the moves are easier to pull off. Don’t get this game”

Chris Rudd, Peterborough (Age 14)



N64 Pro needs you!

Congratulations to the bloke in the England T-shirt for his cool as ice review of 1080° Snowboarding. If you think you could do better. Just choose any N64 game, fill in the coupon and post it to ‘Reader Reviews’ N64 Pro, Freepost 3038, Macclesfield SK10 4YE (with a recent photo). If it’s good enough, we’ll stick your face in your favourite mag!

Name

Address

Postcode

Age

The game I’m gonna review is...

And here goes...

N64 PRO

DATABASE

It's the biggest, fastest, most up-to-date N64 gaming guide. 10 pages packed with **every game ever made** and all the info you'll ever need. Check the Database before buying a game and you'll end up with the best collection of carts on Earth - **Mark**

How it works

The name of the game → **GoldenEye 007**

Who's responsible → Nintendo

What's it like? → The smoothest secret agent of all time comes to the N64 in the best first-person perspective shoot 'em-up ever made. Control Bond through 20 massive levels (with three difficulty settings) that require ingenuity, sharp shooting and a cool head. GoldenEye's won awards for its brilliance and it fully deserved them. Go out and buy this game now! Right NOW!
Issue 3, Dec '97

0 to a 100! What's it worth? → **94%**

Take a look for yourself → 

The Sore Thumb Award! Only the finest games need apply → 

When was it reviewed? Newer games are usually better (but not always!)

SHOOTING

Uzi 9mm: GoldenEye 007 96%
Water Pistol: Star Wars: SOTE 59%

Aerofighters Assault

Titus
Get into your jet and take to the skies in this aerial shooter from the makers of Pilotwings. We had high hopes for this one, but the blend of flight sim' and shoot'em-up barely takes off, let alone strikes against the enemy. More a case of Top Goon than Top Gun as you plod around the skies randomly searching for bad guys. Stick with Pilotwings for all your flying action.
Issue 4, Feb '98



Body Harvest

Grimm
The world's been taken over by evil aliens who are set to scoff the human race out of existence. Your only hope is to travel through time blowing the nasty blighters back into space. Body Harvest's a stormin' shoot'em-up with thousands of vehicles and tons of guns. It's also a huge adventure with RPG elements that combine to make this a truly epic game.
Issue 15, Christmas '98



Buck Bumble

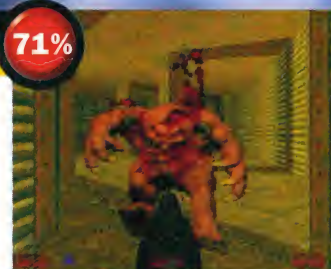
UBISOFT
Take control of a not-so-humble bumble bee and kick off in a fight against the almighty insect herd. Everything looks huge as you roam around the garden as a tiny insect, but despite having a wealth of good ideas and plenty of novelty value Buck Bumble failed to deliver the goods. The graphics are great, but all the brilliant design is lost amongst the terrible amount of fogging.
Issue 13, Nov '98



Doom 64

GT Interactive
The original first-person shoot'em-up hits the N64 in style. All Doom's trademark guns and monsters are now portrayed using the N64's lush graphical capabilities and it looks better than ever. Many people think this is the best shoot'em-up ever made, but it's well past its prime and the basic gameplay is too simple when compared to the other N64 shooters.
Issue 3, Jan '98

71%



Duke Nukem

GT Interactive
Duke Nukem is murderous mayhem in a fast and frantic style as you take out alien scum with an arsenal of weapons and high explosives. A wealth of levels and a four player death-match makes Duke Nukem a worthy cart for shoot'em-up fans. But be warned, nobody does it better than Bond, so get GoldenEye first. If Bond's not enough for you then have a word with the Duke.
Issue 3, Jan '98

80%



Forsaken

Acclaim
A stunning 3D shoot'em-up that flew into the office and promptly received a stamp of approval. Imagine Quake 64 with flying bikes and incredible realtime lighting effects. The graphics are amongst the best we've seen on the N64. The one player game is excellent thanks to some really great artificial intelligence and the multi player game's not bad either.
Issue 9, Jul '98

90%



Sore Thumb Award winner

GoldenEye 007

Nintendo
The smoothest secret agent of all time comes to the N64 in the best first-person perspective shoot'em-up ever made. Control Bond through 20 massive levels (with three difficulty settings) that require ingenuity, sharp shooting and a cool head. GoldenEye's won awards for its brilliance and it fully deserved them. Go out and buy this game now! Right NOW!
Issue 1, Dec '97

96%



Sore Thumb Award winner

Hexen

GT Interactive
A medieval version of Doom that replaces the hi-tech weapons with maces and magic. Old fashioned in every aspect with blocky garish graphics and tired gameplay. Even Doom 64 is better than this and that's starting to look a bit long-in-the-tooth on the all powerful N64. Get the more modern GoldenEye and leave this ancient blaster back in the Middle Ages.
Issue 3, Jan '98

66%



Lylat Wars

Nintendo

This sequel to the stunning Starwing on the SNES is a perfect example of how to update an old classic. Lylat Wars is an absolute stunner that breathes new life into shoot-em-ups with excellent cut scenes, breathtaking graphics, tons of atmospheric speech and brilliant sound effects. You just can't fault a game this good. Outstanding work from the big N!

Issue 2, Xmas '97

91%

Sore Thumb Award winner
Flying, Fox.



South Park 64

Acclaim

Best described as Turok 2 with turkeys. South Park is brought to life in this 3D shooter as you run around killing everything in sight with an insane selection of weapons. South Park fans'll love all the sharp humour from the TV show and you'll never believe how much sampled swearing your N64 is capable of. One player's okay, but the four player game is where it's really at.

Issue 17, February '99

92%

Sore Thumb Award winner



Knife Edge

Kemco

Whoops! Who let this escape? Imagine a light gun game that doesn't play with a gun but uses the control pad to move a cursor around the screen. Doesn't sound like a screaming success does it? And to prove me right, this poor attempt is boring and far too easy. There are some stunning shooter's about, but this isn't one of them. More of a paper cut than a knife edge.

Issue 17, February '99

52%



Star Wars: Rogue Squadron

Lucasarts/ Nintendo

This sort of thing is what the N64 was made for. Become Luke Skywalker and use the force of your N64 to smash up the Evil Empire. The hi-res graphics are to sell your granny for, and the amount of detail on the ships and planets is breathtaking. And you'll never believe how satisfying it is to take out an AT-AT with your snowspeeder's grappling hook!

Issue 17, February '99

92%

Sore Thumb Award winner



Quake 64

GT Interactive

Quake is the true sequel to Doom and has the same dark and moody atmosphere. Run around mazes filled to the brim with evil creatures, and they're just waiting to be blown to smithereens by your wide variety of large guns. Every bit as good as the 3D enhanced PC version (which was amazing), but still nowhere near the sublime quality of GoldenEye, the best 3D shooter ever.

Issue 7, May '98

85%



Star Wars: Shadows of the Empire

Nintendo

One of the biggest disappointments so far on the N64. Despite having the best license in the world, this ended up as a hotch-potch of different games that failed to hang together. The only remotely decent part of the game is the first level (flying over Hoth) and that served a higher purpose by inspiring Rogue Squadron to be good. This, however, is the dark side of the force!

Issue 1, Dec '97

59%



Robotron 64

Crave Entertainment

A classic shoot-em-up from 1982 is revamped and thrown onto the N64 for a new generation to enjoy. The graphics are more than a bit basic these days, but the action is as much fun as it ever was. You run around a square blasting everything in sight. It's a bit too simplistic for most people, but good fun for those ancient enough to remember the original.

Issue 7, May '98

65%



Turok: Dinosaur Hunter

Acclaim

The bloke from Doom pays a visit to Jurassic Park in this dinosaur slaying extravaganza. Great graphics complement the violent gameplay as you run around hacking, shooting and generally obliterating everything. Making dinosaurs extinct is great, but there are too many jumping and platform sections. A great game, but Turok 2 beats this to a dino-pulp.

Issue 1, Dec '97

83%



Turok 2: Seeds of Evil

Acclaim

The dinosaur massacre continues in this stunning sequel. The graphics truly are outstanding and your jaw'll hit the floor when you see the animation of the dino's. The atmosphere is brilliant as you run around taking out vicious monsters. Tons of guns and some of the biggest levels ever seen make this one of the best games on the N64.

Issue 18, Jan '99

94%

Sore Thumb Award winner



HALL OF FAME

The all new top-ten best games ever. If two scores are the same team preference comes into effect



1 **Zelda** 98%

- | | | |
|----|---------------------------|-----|
| 2 | ISS '98 | 96% |
| 3 | GoldenEye 007 | 96% |
| 4 | Banjo-Kazooie | 96% |
| 5 | Mario 64 | 94% |
| 6 | F1 World Grand Prix | 94% |
| 7 | Turok 2: Seeds of Evil | 94% |
| 8 | 1080 Snowboarding | 93% |
| 9 | FIFA '99 | 93% |
| 10 | Star Wars: Rogue Squadron | 92% |



RACING



Ferrari F40: F1 World Grand Prix 94%
Robin Rollant: Cruis'n USA 41%

1080° Snowboarding

Nintendo

Strap a plank of wood to your feet and hit the snow filled piste with this thoroughly wonderful snowboarding game. 1080° is a flawless reproduction of the wet white stuff with beautiful scenery and the finest animation ever seen. The game itself is great fun in both single and multi-player modes and the time-attack and trick sections will have you glued to your N64.

Issue 4, Feb '98

93%

Sore Thumb Award winner



Extreme G

Konami

Ride futuristic bikes in this blindingly fast racing game. Extreme G is certainly no slacker and on the rare occasions it slows down you might have time to notice the amazing graphics. This is a fine racing game complete with four player racing and battle modes. The sequel is on the way though and that's even better, so it might be a good idea just to hang on for a bit longer.

Issue 1, Dec '97

83%



Extreme-G XG2

Acclaim

After F-Zero X and WipEout comes the latest in futuristic racing games. XG2 sees you racing motorbikes from the future up, down and all around. Worth owning in a third-best-but-still-quite-good kinda way. The graphics are especially nice after the bland F-Zero X, but the sensation of speed just isn't there. Get WipEout and F-Zero first, then if you're still hungry, get XG2.

Issue 16, January '98

88%



Aero Gauge

ASCII

Tear around futuristic courses in this F-Zero wannabe. Fast gameplay, but the speed has been bought at the expense of the graphics. The tracks are a bit bland and there is a lot of fogging and pop-up that sometimes make the track disappear entirely. It wasn't particularly hot to begin with and now that F-Zero X is out you'd be better leavin' this futuristic racer in the past.

Issue 5, Mar '98

54%



F-Zero X

Nintendo

Nintendo's remake of the SNES classic gets off to a flying start thanks to its unrelenting pace, wonderful controls and an amazing four player mode. Each race blows you away with speed to die for, a huge amount of tracks and 30 cars racing all at once. The only downer is the graphics which are decidedly bland. But the stunning gameplay more than makes up for it.

Issue 12, Oct '98

90%



Sore Thumb Award winner



Automobili Lamborghini

Titus

Unfortunately, the French company Titus seem to have been more inspired by a Citroen 2CV than a Lamborghini. Desperately dull gameplay and twitchy controls make this an awkward and unrewarding experience. F1 World Grand Prix has shown us just how good an N64 racing game can get, so buy that and leave your Lamborghini sitting in the garage.

Issue 4, Feb '98

71%



F1 Pole Position

Ubi Soft

This was an average racer to begin with and the recent release of F1 WGP only highlights how much better a F1 racing game can be. The graphics are bland, the game is boring and the controls are wholly unrealistic. F1 Pole Position sits in the pits whilst F1 WGP takes pole position, stays in the lead and goes on to win the race. Don't confuse the two!

Issue 1, Dec '97

64%



Cruis'n USA

GT Interactive

This was good fun in the arcade, but by the time it appeared on the N64 it was old and out of date. The bland graphics and jerky animation were combined with sluggish and unpredictable gameplay to ruin any fun factor the arcade game had. To top it all the cruise (and the entire game) can be completed in less than five minutes. Cruise past this game in the shops.

Issue 6, Apr '98

41%



Cruis'n World

Nintendo

Far better than its predecessor (Cruis'n USA), but still not good enough to cut it on the N64. Cruis'n World is firmly based in an arcade-style that places entertainment above reality with wheelies and jumps. The graphics are a vast improvement, but this only highlights the poor gameplay. Dull to play and still too easy to finish. Don't book a place on this cruise!

Issue 13, Nov '98

54%



Diddy Kong Racing

Nintendo

Jaw-droppingly outstanding, DKR takes Mario Kart 64 and improves it in every way. Fantastic graphics, great gameplay and you get to race karts, planes and hovercraft through a huge variety of tracks. The single player mode is an interesting adventure that's a real challenge and the multi-player game is one of the best ever made. Buy it - it's the law.

Issue 3, Jan '98

91%



Sore Thumb Award winner



F1 World Grand Prix

Nintendo

F1 WGP is astounding, and puts all the other racing games we've ever seen on any system to shame. The photo-realistic graphics compliment the stunningly accurate realism and almost sinister attention to detail to the races. This is an F1 fan's dream come true as everything that happened in the 1997 season is magically recreated, but with you behind the wheel.

Issue 13, Nov '98

94%



Sore Thumb Award winner



GT 64

Ocean

An average racing game that falls short in almost every aspect. The graphics are okay until they move then everything jerks around like a film from the 1920's. The handling is just plain wrong and it feels nothing at all like driving a car as you just bounce around the walls of the track. If you're after a realistic racer then go for F1 World Grand Prix and leave this alone.

Issue 11, Sep '98

78%



Mario Kart 64

Nintendo

Mario Kart makes a stunning debut on the N64 with great graphics and a stunning four player mode. The characters are huge and well detailed and it's great fun to play, but the power-ups make the multi player mode more a game of luck than skill, which can be annoying. Diddy Kong Racing is a better game, but Mario Kart still has a special place in our hearts.

Issue 1, Dec '97

91%



Sore Thumb Award winner

Micro Machines Turbo 64

Codemasters

Toy car racing at its very finest! Everyday objects are turned into racetracks in a game that sees you tonning around table tops, screeching over school desks and powerboat racing on the garden pond (avoid the giant frog!). One player's a challenge and there's 48 tracks to tear around. But the real fun is in the multi-player game which sees up to eight players racing. Top stuff!

Issue 18, March '99

90%



Sore Thumb Award winner

M.R.C

Ocean

One of the first true racing games for the N64. The action takes place Sega Rally-style over three courses (with a mixture of both on and off-road racing). There's only three tracks which ruins everything though. By no means the worst N64 racing game we've ever seen, but still far from the best. Get F1 WGP if you're after a serious car racing game.

Issue 1, Dec '97

72%



Penny Racers

THQ

Despite having a Santa's sledgeloading of original ideas, Penny Racers fails to deliver the presents. Toy cars plod around dreary tracks in this woeful Mario-Kart impersonation. On the upside there's a track editor, so you can ramble around your own creations. You can also build new cars out of spare parts that you get to nick off the losing racers. But it's just too slow and bland!

Issue 18, March '99

73%



Rush 2: Extreme Racing

GT Interactive

San Francisco Rush is back with a bang and it's better than ever. It still has the same madcap feel of the original, but this time the stupid jumps have been tempered and the steering's been sorted out making the whole game much more fun. It's no Diddy Kong Racing or F1 WGP, but it still manages to entertain anybody who looks past the dull graphics and dismal sound.

Issue 17, Feb '99

80%



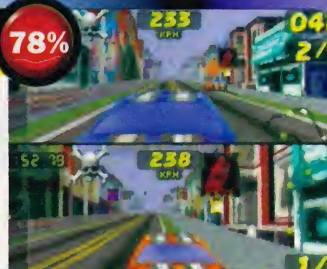
San Francisco Rush

GT Interactive

Realism is abandoned in favour of gravity defying jumps and ludicrous shortcuts. The graphics are garish, the sound is laughable and the controls aren't perfect, but despite all that this still manages to be one of the most entertaining racing games around. There's plenty of tracks and the two player mode's great fun. Just don't expect anything serious.

Issue 3, Jan '98

78%



S.C.A.R.S.

Ubisoft

Futuristic racing game in which you get behind the wheel of a beast (quite literally!) You get to tear around as an animal of your choice in this odd looking game. The graphics are a treat to behold and the racetracks are crammed with weapons. It just falls short of the greatness achieved by Mario Kart and F-Zero X, but still managed to grab our attention.

Issue 18, Jan '98

85%



Snowboard Kids

Atari

A truly wonderful racing game that appeared out of the blue and took the N64 Pro office by storm. Ton down varied and cunningly designed ski slopes, all the time pulling stunts and collecting weapons. At the end you scramble onto a ski lift that takes you back to the top, making laps possible in a downhill race. Not as good as Diddy Kong Racing but still a lot of fun.

Issue 7, May '98

84%



Top Gear Overdrive

Kemco

Top Gear returns for a second stab at being the N64's best racing game. The graphics are great (especially if you've got a ex-pak for hi-res) and the cars are lovingly designed. The realism of Top Gear Rally has been abandoned, but this still has a more serious feel to it than a game like Mario Kart. The handling's not perfect, but it's fast and the multi-player game's a lot of fun.

Issue 17, Feb '99

91%



Sore Thumb Award winner

Top Gear Rally

Kemco

An interesting rally racer with some excellent car dynamics. The suspension is incredibly realistic and the car responds to every slight bump in the road. The graphics are a bit bland though and it feels sluggish at first, but as you earn faster cars the game becomes a real speed challenge. Not as good as F1 WGP but still one of the best racing games you can buy.

Issue 3, Jan '98

83%



V-Rally: Edition '99

Infogrames

Thanks to the power of the N64 this old GreyStation game's been given a new lease of life. The graphics are better than ever and the huge amount of tracks and tons of cars'll see you racing well into next year. But it'll take that long to get to grips with the outrageously over-sensitive handling. Tricky at first, but amazing once you get into it. Check it out!

Issue 18, Christmas '98

90%



Sore Thumb Award winner

Wave Race

Nintendo

Don your wet suit and go jet-ski racing in one of the finest racing games ever to grace a home console. The graphics are wonderful and the water effect is so realistic you want to wear flippers whilst playing. A challenging championship mode, an excellent two player mode and a highly original stunt mode give this a long life. Brilliant stuff!

Issue 1, Dec '97

91%



Sore Thumb Award winner

WipEout

Midway

You're not short of options when it comes to futuristic racing on the N64. And this is one of the best ones ever made. This takes a PSX classic and gives it the N64 treatment. With better graphics, superb sound and a four player mode this is a brilliant racing game. The N64 control stick improves the steering and with a bit of practice you'll move faster than light!

Issue 18, January '99

92%



Sore Thumb Award winner

FIGHTING



Joan Claude Van Damme: Mortal Kombat 4 85%
Big Girls Blouse: Mortal Kombat Mythologies 28%

Bio Freaks

GT Interactive

An absolute bloodbath of a beat'em-up from Midway. Up to two players can hack each other apart limb from limb in Monty Python-esque Black Knight fashion including a ludicrous amount of blood. This beat'em-up got a cheer from most of the N64 Pro crew along with shouts of 'none shall pass' and 'tis but a flesh wound.' Not perfect, but great fun anyway.

Issue 10, Aug '98

82%



Clayfighter

Interplay

Oh dear! What's this deeply poor game doing on our super console? Flat 2D characters are badly animated and combined with abysmal gameplay and sluggish controls. Not the best start and the dubious, and frankly unfunny, attempt at humour doesn't help either. I could go on, but let's just say this should have been 'Kiln at birth' (Get it?) Nevermind!

Issue 4, Feb '98

33%



Dark Rift

Vic Tokai

An early attempt at a beat'em-up on the N64 which is by no means the worst, but certainly not the best. The characters are interesting, but the graphics are bland and the gameplay is shallow and uninviting. It's fun at first but soon becomes a bore. Dark Rift was never the best N64 beat'em-up and these days Fighter's Destiny and MK4 beats this into a pulp.

Issue 2, Xmas '97

71%



Dual Heroes

Hudson Soft

Power Ranger look-a-likes do battle in this uninspiring beat'em-up. The graphics are garish, the design is pug-ugly and the fights are weird and disjointed. The game has some okay ideas, such as the mirror mode where the CPU learns your moves and uses them against you, but it's not enough to rescue this dire effort. Do yourself a favour and choose a better beat'em-up.

Issue 5, Mar '98

35%



Fighter's Destiny

Ocean UK

A great fighting game with a true arcade look and feel to it. The graphics are a bit bland but apart from that this is one of the best beat'em-ups you can buy. Mortal Kombat 4 is slightly preferred in the office but that's only because we're suckers for the blood and gore. If it's fighting action you're after then you can't go wrong with either game.

Issue 5, Mar '98

82%



Mace: The Dark Age

GT Interactive

A hack 'n' slash fighting game with enough dungeons 'n' dragons inspired characters to keep even the most ardent warlocks happy. Despite the dodgy character design the graphics are good and the backgrounds are fully interactive. But Mace still fails to fully deliver the goods and ends up as a rather lacklustre affair. The fun is short-lived and soon wears off.

Issue 3, Jan '98

69%



Mortal Kombat 4

Midway UK

Mortal Kombat finally goes 3D and turns out to be one of the best beat'em-ups ever made. Take control of one of 15 ludicrous nut-jobs and try to disembowel all the other psychos. The trademark blood and gore is splattered throughout the game and it now looks better than ever. The action is fast and furious and it plays just as well as the 2D Mortal Kombat games. Great!

Issue 11, Sep '98

85%



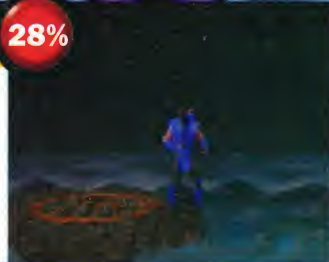
Mortal Kombat Mythologies

GT Interactive

A horrible mixture of beat'em-up and 2D platform game that leaves a sour taste in the mouth. The graphics are ridiculously sub-standard (they'd look bad on a SNES) and the gameplay is nothing short of horrifying. Even die-hard Mortal Kombat fans have to admit that asking 40 quid for this is laughable. Do yourself a favour and steer clear.

Issue 6, Apr '98

28%



Mortal Kombat Trilogy

Midway

The Mortal Kombat series has bludgeoned its way through videogaming history with all the finesse and style of Noely at a Miss World competition. The 2D MK games were always a bit clumsy but these days it they look completely out of place on the N64. Even if you're fanatical about Mortal Kombat there's no reason to buy this now that MK4 has been released.

Issue 1, Dec '97

48%



Nightmare Creatures

Activision

It's got blood, gore and things more hideous than Noely's nose-hair! And if that's not enough to put you off, the fact that it's a port of an average PlayStation game might just do the trick! It plays a bit like a 3D platform game with the jumping action removed and replaced with solid sword swiping. It's gory, but the dodgy camera angles and duff controls ruin most of the fun!

Issue 18, March '99

79%



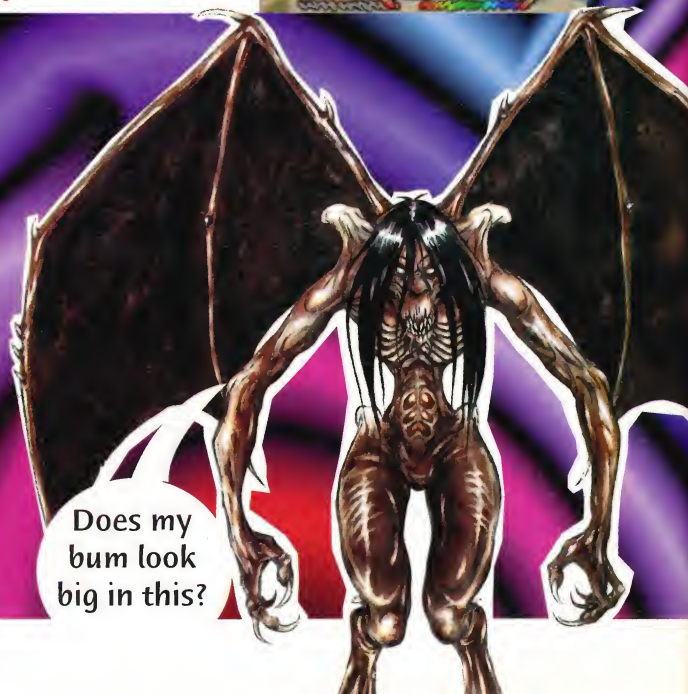
Rakuga Kids

Konami

Just about as mad as games can get before they are officially carted away by men in white coats. You control the fightin' kids as they transform into tanks, washing machines, 70's disco divas, scissors and so on. Stupid, dumb, but lots of fun. It's quirky rather than good and the fun factor is too short-lived. Rent it out for the night and you'll have a top laugh.

Issue 17, Feb '99

65%



Does my bum look big in this?

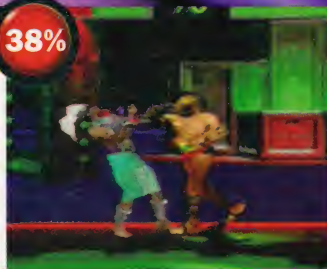
War Gods

Midway

Midway aren't going to win many friends with this tired attempt at a beat-'em-up with preposterous special moves, terrible controls and a complete and utter lack of involvement. Following a War Gods vs. Clayfighter heated debate we decided that this is still the worst fighting game on the N64. Become a pacifist atheist and just say no!

Issue 2, Xmas '97

38%



Virtual Chess

Titus

Chess hits the N64 and unsurprisingly fails to change our lives. Animated pieces hack each other apart until the novelty wears thin and you switch to the 2D mode – which is identical to every other chess game ever made. Virtual Chess does have an excellent training mode though and your N64 plays a mean game. Worth looking at!

Issue 11, Sep '98

72%



PUZZLE



Blankety Blank: Wetrix 90%
Family Fortunes: Tetrisphere 60%

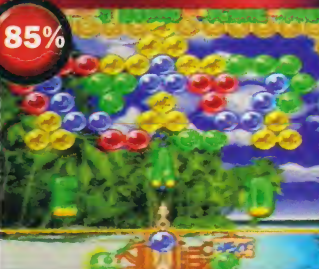
Bust-A-Move 2

Acclaim

The absolute classic puzzle game makes its appearance on the N64. Take control of two cute dinosaurs as they aim and throw coloured bubbles up the screen in an attempt to get three of the same colours touching so they burst. Simple enough with dated looks, but it's still one of the best puzzle games ever made and fantastic with two players.

Issue 10, Aug '98

85%



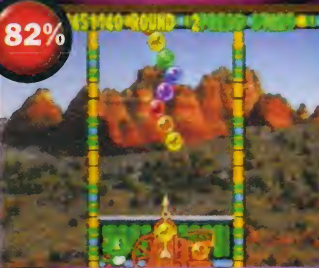
Bust-A-Move 3

Acclaim

The bubble popping extravaganza heads to the N64 in this wonderful puzzler. Same game as before, but now up to four players can fight it out by popping their bubbles first. The multi player game is better than ever, but the one player's pretty much the same and if you bought B-A-M 2, then you'd be better off buying something else. Just make sure you own at least one version!

Issue 17, Feb '99

82%



Glover

Hasbro

Let's have a big hand for the N64. Alright, alright, you can all stop applauding now, I was talking about Glover. In this wonderful puzzler you control a white glove through several beautiful worlds. The glove comes complete with a bouncing ball that you throw around. It looks a bit like Mario, but it'll tax your mind more than your ability to hop. Truly original!

Issue 15, Christmas '98

83%



Space Station: Silicon Valley

Take 2

A wonderfully weird 3D puzzle game. Silicon Valley is a series of Mario-style worlds populated with bizarre hi-tech animals (like the hovering sheep and dogs armed with rocket launchers). You can take control of any animal you encounter to help you through the deviously designed levels. Every bit as odd as it sounds and stacks of fun.

Issue 16, January '99

92%



Sore Thumb Award winner

Tetrisphere

Nintendo

Tetris comes full circle in this brand new spherical version. It's hard to get to grips with at first, but the lush graphics make you persevere. There are no adrenaline rushes to be found here with a somewhat sedate pace as you work your way around the puzzles. The game tends to feel a bit bland when compared to the panic-inducing mania of the original.

Issue 5, Mar '98

60%



Wetrix

Ocean

You'll have lots of fun if you get this splashing game. Guide falling Tetris-style blocks to build circular dams and wait for the heavens to open. Then everything becomes manically tense as you try to guide new blocks and water so that nothing is spilt over the sides. Difficult to begin with, but given practice this becomes the best puzzle game since Tetris.

Issue 9, Jun '98

90%



Sore Thumb Award winner

PLATFORM



High Rise Skyscraper: Banjo-Kazooie 96%
Bungalow: Iggy's Reckin' Balls 68%

Banjo-Kazooie

Nintendo

This game is a work of sheer genius and you simply won't believe your eyes when you see the amazing graphics. You take control of a bear and bird on a quest to save Banjo's sister from the clutches of an evil witch. The levels are huge with tons of detail and loads to do. Like Super Mario 64 but better (need we say any more). Just go straight out and buy it!

Issue 11, Sep '98

96%



Sore Thumb Award winner

Bomberman 64

Hudson

The original video game urban terrorist returns in an all new 3D outing on the N64. Run about dropping bombs in the path of your fellow 'man and avoid blowing yourself to smithereens. The N64 version has a new adventure mode which is great fun and pretty challenging. But Bomberman is famous for the multi player mayhem which was disappointing in this version.

Issue 4, Feb '98

70%



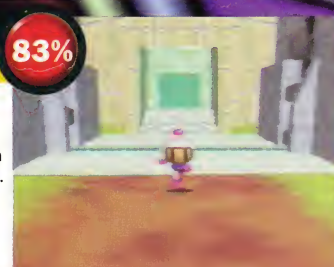
Bomberman Hero

Hudson

Bomberman is back with a blast in a N64 3D platform game. For the first time ever, Bomberman can jump around a variety of levels turning the traditional run and bomb game into a 3D Mazza-like platformer (with lots of explosions). Much better than the muddling Bomberman 64 but it now lacks a multi-player mode. Nowhere near as good as Mario 64 or Banjo-Kazooie.

Issue 9, Jul '98

83%



Chameleon Twist

Sunsoft/ Ocean

A fine 3D platform game with a number of novel twists (ahem). Not least is having to perfect your tongue action to play the game. Whilst lacking the polish of Mario 64 this is still an enjoyable experience. Unfortunately it's all over far too quickly for the average gameplayer due to a ridiculously easy difficulty level. But it's great fun while it lasts.

Issue 3, Jan '98

74%



Gex

GT Interactive

A nice attempt at a 3D platform game with a quirky sense of humour. Gex subverts all your favourite film and television shows by starring a wisecracking gecko that runs around making fun of everything from Star Wars to Bugs Bunny. It's a shame that the average graphics, sloppy controls and poor camera angles ruin all the good fun. Try something else.

Issue 14, Dec '98

75%



Iggy's Reckin' Balls

Acclaim UK

An original mixture of platform game and multi-player racing as you take control of a ball and race around a 3D course made of platforms. The ideas original but in this instance the actual game turned out to be a dull affair with a very limited lifespan. A nice concept, but it's a shame that the final version wasn't as good as our expectations.

Issue 13, Nov '98

68%



Mishief Makers

Enix

A wonderful 2D platform game like you've never played before. Control Marina, a deranged robot schoolgirl who has to rescue a kidnapped pervert scientist. The insane plot compliments this wonderfully surreal game. The gameplay is stunning, which is a good job really as the graphics are terrible. Worth getting if you see it going for a good price.

Issue 3, Jan '98

80%



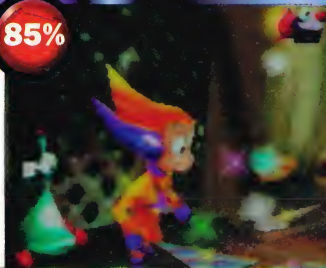
Starshot: Space Circus

Infogrames

The Space Circus puts on the greatest show in the known Galaxy. You're Starshot, the Star Juggler, but your job's under threat from the Evil Virtua Circus who are taking over your business. It's up to you to scour space for some new oddities for the Circus. This is a truly bizarre with a wicked sense of humour and some wonderfully designed characters.

Issue 15, Christmas '98

85%



Super Mario 64

Nintendo

The best video game ever? It's certainly up there as one of the finest. This is a true classic in every sense of the word and takes all the best bits from previous Mario games and beautifully adapts them into a highly detailed 3D world. Mario 64 took platformers to the next generation and every N64 owner should have a copy of this in their collection.

Issue 1, Dec '97

94%



Sore Thumb Award winner

Yoshi's Story

Nintendo

Our favourite hungry dinosaur returns in an all new N64 eating fest. Yoshi hasn't made it into 3D, but this has to be the most beautiful 2D platform game we've ever seen. Very easy to complete, but the huge amount of hidden objects and special ways to score enhance its longevity. It's designed for younger kids, but still take a look if you're into platformers.

Issue 8, Jun '98

88%



SPORTS



Footy: ISS '98 96%

Rounders: NBA Pro '98 65%

All Star Baseball

Acclaim

Serious baseball action reaches the N64 with the best graphics ever seen. Everything is in crystal clear, super sharp hi-resolution earning All-Star Baseball a well deserved stamp of approval. But, it was a bit too serious for some of the team who prefer Ken Griffey's game of ball. Well worth getting if you're into baseball as the level of realism is outstanding.

Issue 10, Aug '98

90%



Sore Thumb Award winner

Centre Court Tennis

Nintendo

Top tennis action that'll have your thumb twitching for days! Realism is shunned in favour of a cartoon-like approach that makes the game wonderful to play. It's easy to control and with practice the control stick allows for serves and returns to be placed with pinpoint accuracy. And if that's not enough, you can play strip-tennis and steal each others clothes! Good stuff.

Issue 18, March '99

90%



Sore Thumb Award winner

FIFA '98: RTWC

Electronic Arts

A vast improvement on its predecessor. FIFA 98 is the footy game that FIFA 64 should have been with better graphics, improved controls and a host of neat touches. It's also got the official FIFA license with more real teams and players than you could shake a stick at. ISS is slightly better, but EA deserve a lot of credit for turning FIFA around. This deserves every success.

Issue 4, Feb '98

87%



FIFA '99

EA Sports

FIFA finally gets the thumbs up from the N64 Pro team. With incredibly sharp graphics, realistic gameplay and all the official teams and players (from the leagues this time). This is a football fan's dream. Unless that football fan already has ISS '98, which still gets the nod from most of us. But both games are footy-tastic and if you get FIFA '99 you won't be disappointed.

Issue 18, March '99

93%



Sore Thumb Award winner

I just need to dribble it past the Millwall fans to score

ISS '64

Konami

Konami scores a blinder with a superb representation of our beautiful game and one that consigns all the opposition to relegation. Superbly realistic, beautiful looking with a huge array of moves and ways to score. The more you play it the better it gets, making this is a footy fan's dream. Only bettered by its (very similar) sequel but still a fine game to own.

Issue 1, Dec '97

90%

Sore Thumb Award winner



96%

ISS '98

Konami

No game has caught our attention and sucked up our time more than ISS '98. The best football game ever made represents an almost perfect rendition of the sport. A wealth of features complement the fast paced gameplay. You'll be hooked on finding new tactics and ways to score. Video games don't come better than this so go out and buy it - NOW!

Issue 12, Oct '98

Sore Thumb Award winner



Kobe Bryant In NBA Courtside

Gametek

The first game to appear under the Nintendo Sports label finally gives basketball the treatment it deserves. More serious than Hangtime and less fuzzy than NBA Pro, this is a fun, action packed and easy to play basketball game that balances serious sport with playability. If you're into basketball then take a look at this.

Issue 9, Jul '98

85%



Madden '98

Electronic Arts

The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a Sore Thumb Award. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics and excellent gameplay. A truly brilliant game that perfectly captures the American sport. The only problem is Madden '99, reviewed this issue

Issue 3, Jan '98

90%



Sore Thumb Award winner



Madden '99

Electronic Arts

Madden '99 takes American Football and kicks it to such high standards that the rest of the world might as well go home. Madden's always been the best at American Football, but this all singin' and dancin' hi-resolution version even makes even the wonderful Madden '98 look out-of-date. The N64 shows the world how to bring a sport to life. Join the rush to buy this game!

Issue 18, Christmas '98

92%



Sore Thumb Award winner



Major League Baseball

Nintendo Sports

Another baseball game storms into the Pro office and joins the long line of games depicting the American version of rounders. Less serious than All-Star Baseball (its main competitor), and the graphics aren't as good. But in many ways this is much more fun to play. The gameplay shines and has won Ken Griffey many admirers. Take a look if ASB seems too serious for you

Issue 11, Sep '98

85%



Nagano Olympic Hockey

Midway

Wayne Gretzky's hockey makes its third appearance on the N64, this time with all the official teams from the Nagano Olympics, but very little else. It's just as good as it ever was, but we're getting a bit tired of seeing exactly the same game appear every couple of months with just a few tweaks. Good fun but, NHL Breakaway '98 is a better game.

Issue 7, May '98

84%



Nagano Winter Olympics

Konami

Track n' Field heads north in this snow bound sporting spectacular. Compete in 10 different events ranging from snowboarding to speed skating. If that's not enough, you'll never believe how much fun multi player curling can be (I'm being serious). A bit drab in the one player mode, but two or more players will find a great game that held up work in our office for days.

Issue 5, Mar '98

90%



Sore Thumb Award winner



NBA Hangtime

Midway

What this latest edition of NBA Jam lacks in technical innovation it more than makes up for in terms of gameplay. More of the same fast and frantic two-on-two basketball madness which will undoubtedly put some people off. Great for arcade enthusiasts with gravity defying moves and exploding baskets. But basketball fans should go for Kobe Bryants game of ball.

Issue 1, Dec '97

74%



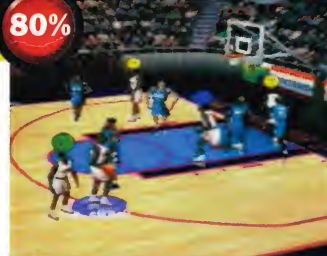
NBA Jam '99

Acclaim

Realism is taken to new heights in this new version of basketball. All the teams, players and enough stats and player trading to send your brain into a coma. The game itself is pretty good with a useful system of passing that assigns a button to each player, allowing you to chuck the ball around at will. But it's really one for hoop addicts with the realism annoying non fans.

Issue 17, Feb '98

80%



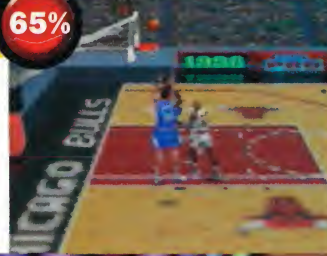
NBA Pro 98

Konami

The second basketball game is dunked onto the N64 and unlike NBA Hangtime, this is a decidedly serious affair. All the teams and players are fully represented but the graphics are so blurry that any detail is lost in a sea of fuzz. The game itself is very tedious and you're left wondering where your money went. Go for Kobe Bryant instead and you'll be much happier.

Issue 17, Feb '98

65%



NFL Quarterback Club

Acclaim

Another American football game joins Madden 64, but just fails to go the whole nine yards. Graphically superb with exceptionally detailed characters and one of the first games to use the stunning hi-res mode on the N64. It looks beautiful but despite its pretty face it just doesn't play as great a game as Madden. Even so this is a fine game to own.

Issue 3, Jan '98

86%



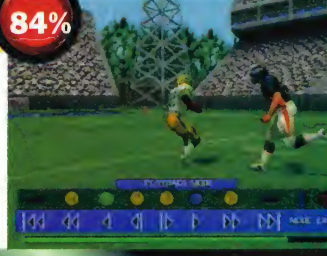
NFL Quarterback Club 99

Acclaim

Incredibly, this game manages to look even better than last year's visual feast. Lovingly rendered in hi-res detail, this has to be one of the best looking games ever. Underneath all the graphical trickery is a solid American football game with loads of stats and plenty of realism. We still prefer the gameplay found in Madden, but fans'll be pleased with either game.

Issue 18, January 99

84%



NFL Blitz

GT Interactive

American Football with a difference. The difference being that it's actually fun, even for people who wouldn't know their Pro-Form setup from the posts. It looks and plays superbly with fast moving graphics, furious violence and gameplay that's simplicity itself (which is both a good and bad thing). Despite our fears over longevity this remains a firm office favourite.

Issue 14, Dec '98

89%



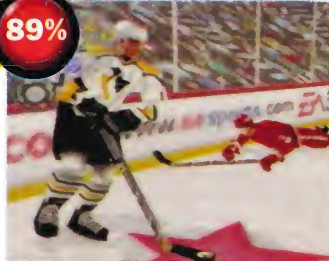
NHL '99

Electronic Arts

Ice hockey makes yet another appearance on the N64 and still remains a firm office favourite. The violent combo of ice skates and large wooden sticks make this one of the best sports ever. NHL '99 recreates the atmosphere of an ice rink thanks to the wonderful sound effects and superb graphics. The game is less frantic than Breakaway, but great fun anyway!

Issue 15, Christmas '98

89%



NHL Breakaway

Acclaim

The fast, frantic and violent combination of ice skates and wooden sticks is brought to life on your N64. The graphics are amazing with highly detailed, well animated hockey players. Breakaway perfectly captures the spirit of an ice hockey match and it plays like a dream. Like all the best games it's easy to get into but difficult to master. Great stuff!

Issue 7, May '96

90%



NHL Breakaway '99

Acclaim

Ice hockey is brought back to life in Breakaway's second outing. Comparing it to the last version though is a bit like playing a spot-the-difference competition. Exactly the same game has been released with hardly any difference whatsoever, so you'll feel mugged if you buy both versions. It's good, but it got such a low score because of the lack of any changes.

Issue 17, Feb '99

68%



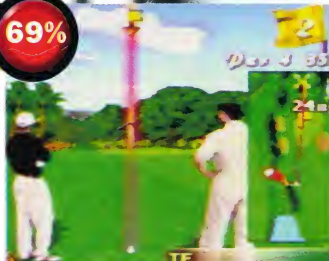
Waialae Golf

T & E Soft

Head for the green and whack balls around all day long with this rendition of one of the most leisurely sports. Unfortunately a good walk isn't the only thing that's ruined by this game. The gameplay is shoddy and the graphics are rubbish. This is the first golfing game to appear for the UK N64, but it's certainly not the last. So hang on for a bit longer.

Issue 13, Nov '98

69%



Wayne Gretzky's 3D Hockey

Midway

This is a lightning-paced ice hockey game that mixes sports simulation with arcade action and plays at over 100 mph. The single player game is great fun, but for a real treat get some mates 'round for the four player game. It's almost as much fun as ISS '98. Whilst this isn't the best sports game on the N64, it's still a lot of fun and well worth checking out.

Issue 2, Xmas '97

84%



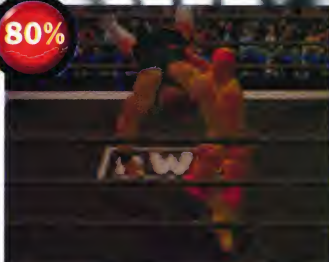
WCW vs. NWO

THQ

Wrestling action hits the N64 with this fine beat'em-up. Some great animation, loads of moves and clever touches recreate the fun atmosphere of American wrestling. The four player free-for-all was enjoyed by practically everyone in the office. Great stuff for fans of wrestling and even haters of Hogan would enjoy this beat'em-up.

Issue 4, Feb '98

80%



WCW/NWO Revenge

THQ

Wrestling storms back onto the N64 and the fight between WCW and WWF Warzone continues unabated. The graphics are as stunning as ever and there's more detail on these burly blokes than on any other sports game. The gameplay is similar to the original and you still have to work up the crowd to get yer special moves. Check it out if yer a wrestling fanatic.

Issue 15, Christmas '98

85%



World Cup '98

Electronic Arts

The latest instalment in the FIFA series kicks off on the N64. It's almost identical to its predecessor, FIFA: RTWC, so we have doubts about buying the same game twice. Still, it looks good and has a realistic feel thanks to the official license. There's also a Classics mode where you play teams from the 1960's. Good, but not as great as the almighty ISS '98.

Issue 8, Jun '98

87%



WWF Warzone

Acclaim Out Now

The third representation of wrestling on the N64 has plenty of little touches that are sure to keep you amused (and I'm not just talking about the Lycra pants). You can even design your own wrestler in a terrifying mixture of beast-creator meets Barbie clothing simulator. Jokes aside, this is a seriously good wrestling game with great graphics and good controls. Worth getting.

Issue 13, Nov '98

89%



RPG/ADVENTURE

King of the Castle: Zelda 64 98% Dirty Rascal: Holy Magic Century 60%

Holy Magic Century

THQ

Take control of (the life of) Brian and guide him through his quest to find his father. Using the four elements of earth, wind, fire and water you can cast a wide variety of spells. Good graphics and a novel fighting system help keep it from completely dying. But the story is duller than Noely's diary and let's face it, Zelda kicks its arse all around the castle!

Issue 17, Feb '99

60%



Mission: Impossible

Ocean

After countless delays this game sneaked out of high security and was exposed as surprisingly good after all. But it's not a bit like GoldenEye so don't get too excited. This adventure will tax your mental ability more than your trigger finger (which is why it's here and hangin' out with the shooters). The graphics vary between great and bland but the game is fun and challenging.

Issue 12, Oct '98

92%



Mystical Ninja Starring Goemon

Konami

This is a weird one and no mistake. Guide Goemon around a surreal 3D world whilst talking to people about the large peach-shaped UFO that has invaded their world. The Goemon series has been praised for its inventiveness and the wealth of mini-games in this version is no exception. Only let down by the amount of time you have to spend plodding around.

Issue 7, May '98

83%



Zelda 64: The Ocarina of Time

Nintendo

The best game ever made! You control Link through a massive adventure as he attempts to rescue Princess Zelda and save Hyrule from the terror of the evil Ganondorf. Zelda's got it all: amazing visuals, fantastic sound, addictive gameplay, a great story and a huge world so lovingly crafted it feels real. If you only ever buy one more game in your life, buy Zelda.

Issue 16, January '99

98%



MISCELLANEOUS

Top Boss: Pilotwings 91%
Fool and the Gang: Rampage World Tour 33%

Air Boarders

Human

Swap realistic skateboards for Back To The Future II style hovering jet boards and head to the stunt park. Excellent graphics with well animated characters and huge tracks that are lush and packed with detail. Good fun, but the lack of a race option seriously limits its longevity. Worth looking at if you're after something different, but not a patch on 1080.

Issue 8, Jun '98

77%



Have you
got those
trainers in
size 27?

Blast Corps

Nintendo

Cause wanton destruction on a global scale with this smashing game from Rare. Use military specification demolition vehicles to clear a path for a runaway nuclear missile carrier, and destroy absolutely everything in its way. The graphics are excellent, it's refreshingly original, manically tense and incredibly addictive. Altogether this is a right good blast!

Issue 1, Dec '97

84%



Pilotwings 64

Nintendo

Up there with ISS 64 as the N64 Pro team's favourite N64 game. Hours of pleasure as you perform hang-glider, rocket belt and gyrocopter missions. It's got a somewhat sedate pace at times but don't be fooled into thinking this is boring. As the missions progress it becomes manically hectic as you bomb around the skies trying to complete the game. Wonderful!

Issue 1, Dec '97

91%



Rampage World Tour

GT Interactive

Up to three players take control of George, Ralph and Lizzie to run around causing as much mayhem as possible when you're a 30 foot high Noely look-a-like. Whilst this game was 'monster' in the eighties it now has all the charm of a drunken flesh eater with bad breath. Blast Corps is a far better game of manic destruction. Leave this in the past.

Issue 9, Jul '98

33%



IMPORT

The Import gang are a moody bunch and refuse to play without a working converter!

The Best...

Famista 64

A wonderful cartoony baseball game that plays like a dream. The Japanese text doesn't get in the way either. Great!



90%

Let's Smash

Top-notch tennis action with a cartoon look and feel. You can even dress up the players and play strip tennis!



90%

...And the rest

Alice in Trump World 64 68%

Desperately odd game which sees Alice (in wonderland) talking in Japanese and playing a variety of card games. Avoid!

Augusta Masters 80%

Not a bad attempt at golf that entertained us for a while. Far from perfect but still a great laugh with two players!

Choro Q 48%

A similar game to Mario Kart but the Jap text ruins the game. This'll be released in the UK as Penny Racers so wait 'till then.

Dezaemon 3D 20%

Shoot'em-up construction kit that falls on its face because of the Japanese text. Wait until an English version is released.

Fire Electric Pen 60%

N64 version of the classic 'guide the hoop along the wire without touching the sides' game with mad Japanese speech.

GASP: Fighters NEXTeam 70%

Not the best fighting game ever made but fairly good fun anyway. Go for Fighter's Destiny or MK4 instead.

Jeopardy 38%

American quiz show where a host gives the answer and you give the question. But it's too Americanised for most people.

NASCAR 78%

A good rendition of a fairly dull car race. Bulky American monsters race around oval tracks. It gets boring after a while.

Oozumo 75%

Head slappin' fun is to be found in this manic rendition of sumo wrestling. It may be a bit basic, but it's a great laugh.

Powerful Pro Baseball 5 69%

Big Head Baseball action lands on the N64 and gets a cautious welcome from us. Cute and fun but Famista is better.

Pokemon N/A

Noely didn't give this a score because the Japanese text ruins it. Wait for the UK version of this fighting Tamogachi game.

Puyo Puyo Sun 64 70%

Guide your coloured blobs as they fall and try to match like with like. Great two player game but a bit dull if you're on your own.

Super Robot Spirits 47%

Limited Gundam beat'em-up where huge robots with little people in their heads kick the shiny bolts out of each other.

Star Soldier 35%

Pathetic attempt at a 2D shoot'em-up that looks incredibly dated on the N64. And it's far too easy to complete so steer clear.

Susume 77%

Blooby Tetris is good thanks to lots of neat little sub games that make up for the simplicity of the main game. Check it out!

Tohkon Road 72%

Japanese wrestling game that lacks all the fun of WWF or WCW because it doesn't have the famous personalities.

Virtual Hiryu No Ken 80%

A beat'em-up with two different modes: normal and super deformed (stumpy characters). Good fun!

Wheel of Fortune 59%

There's a lot of good fun (for all the family) to be found in this American quiz show. Not great, but better than Jeopardy.

**NEXT
MONTH...**

Mario Party Guide!

Wanna look smooth at Mazza's big bash? **Tip-X** will show you just how to wow 'the ladies' at every single mini-game, uncovering **every single secret** along the way!

Issue 20 on sale **1st April**

Duke Nukem: Zero Hour

The Duke's booked on the last stagecoach into next issue review-ville! We can't wait!

REVIEW

BLUEPRINT

Is it a racer? Is it a platformer? Is it a bit of both? Find out with the full blueprint next issue!

Beetle Adventure Racing

Shadowman Spooky stuff from Acclaim in this eagerly anticipated horror-fest. There's a shiver running down our spine already!

CHEAT ZONE

Glover & WipEout guides

Our cheats maestro's been busier than ever, and the fruits of his labour will be on show for all to see in our guide extravaganza!

Editor: Steve McNally **Art Editor:** Jim Eagers **Reviews Editor:** Paul Noel **Staff Writer:** Mark Hattersley **Art Asst:** Phil Booth **Prod Editor:** Lewis Pek **Art Director:** Dean Wilson **Illustrator:** Kevin Hopgood **Contributors:** James Cannon, Wendy Morgan, Vade Mecum, Andy Mason **Managing Director:** Ian Bloomfield **Publisher:** Carol Ann Barrett **Publishing Director:** Robin Wilkinson **Managing Editor:** Paul Roundell **Circulation Director:** David Wren **Group Ad Manager:** Lisa Jo Oliver **Console Account Manager:** Angela Wilkinson **Promotions Manager:** Jane Comber **Scanning:** Mark Forbes **Production Controller:** Barbara Newall **Production Manager:** Alan Capper **Systems:** Nic Moran **N64Pros** @ IDG Media Freepost, Macclesfield SK10 4YE **T:** 01625 878888 **F:** 01625 879967 **Issue 20 on sale 1st April. Thanks to:** Life, Jane's enthusiasm, Millwall fans, Louise Gabriel, Star Wars Lego



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